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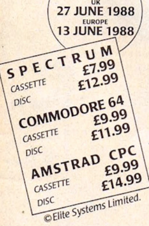

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**BUT THE** *seaside's no picnic—straight away you land on a lizard. Pop! One life lost. And you're down on score. Bounding on, you approach cacti, and approaching you is a balloon, closely followed by rooks. You could glide safely over the cacti, or jump for the balloon—risking death at the claws of the birds* ● **THREE BALLS,** *three lives, left. Lose them and there's no bouncing back. But you need those points* ●




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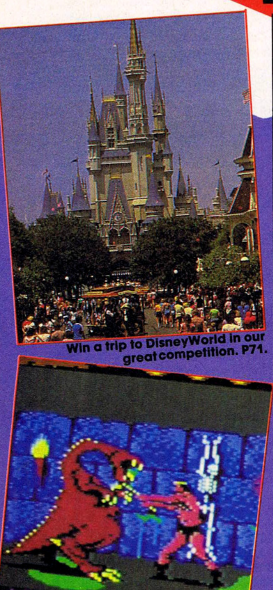
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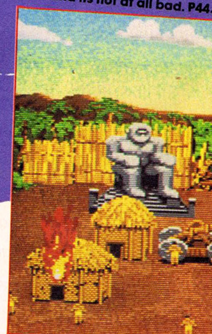




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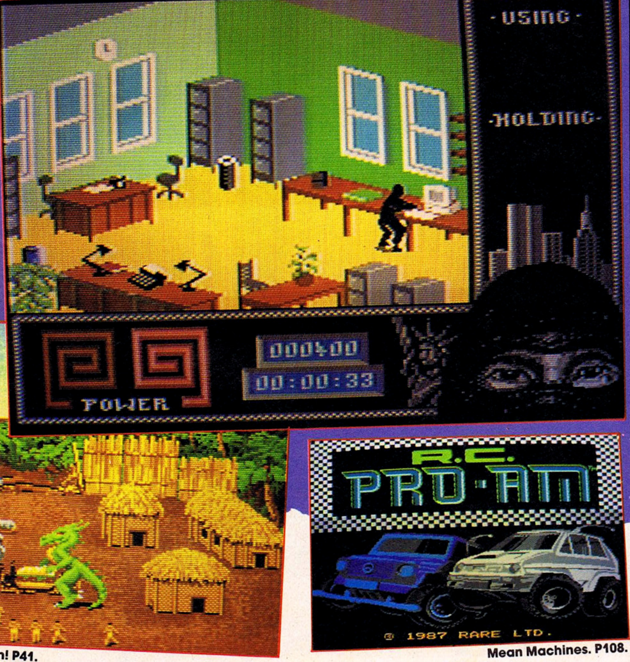

It's horrible! It's terrifying! It's Aaa


Editor: Eugene Lacey, Deputy Editor: Paul Boughton. Sub Editor: Seamus St. John. Staff Writer: Matt Bielby. Art Editor: Craig Kennedy. Advertisement Manager: Garry Williams. Sales Execu

# Don't miss...

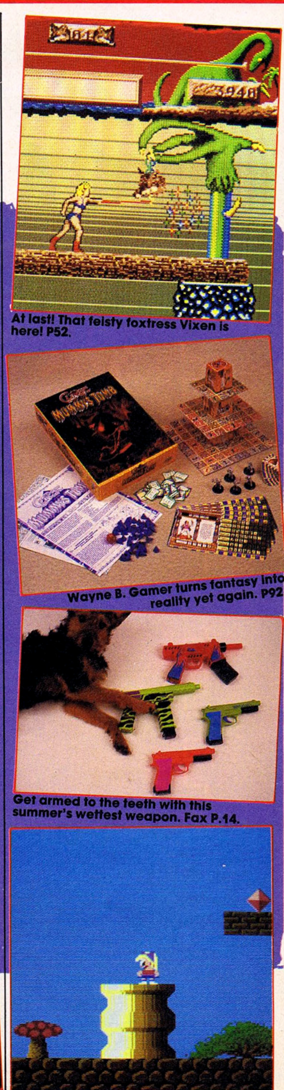
**Let the good times scroll . . . C+VG is back to let you have it right between the eyes. Summer's here and the time is right for *Last Ninja II*. System 3's newie will leave you punch drunk. It's the game strictly for street fightin' men. And get a fix of FAX, C+VG's new information station for new games and the goodies which'll put style into your life. Check out the new indepth index for all the latest summer sensations. The action starts here.**

The Last (?) Ninja returns to sort out New York's corrupt Police Force. P18.




n! P41.

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an Jones. Advertisement Production: Lora Clark. Publisher: Terry Pratt. Editorial and Advertisement Offices: Priory Court, 30-32 Farringdon Lane, London EC1R 3AD. Tel: 01-251 6222.



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Screen shot from Spectrum version.



Screen shot from Amstrad version.


Screen shot from CBM 64/128 version.



Screen shot from Atari ST version.

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# Mick's up!

G'day! Michael J Dundee's the name – but you can call him 'Crocodile'.

The superhero from Walkabout Creek is back! Shacked up with glamorous reporter Sue Charlton in a luxury New York apartment, he still goes fishing in the Statue of Liberty's shadow.

*'Crocodile' Dundee II* (PG) keeps all the comedy of the outback innocent in New York – then adds a pyrotechnic thriller plot. But instead of car chases we get shakes, bats and an army of aborigines.

# Star Ray




Some great Amiga games coming out of Germany these days, and one of the nicest is **Star Ray** from Logotron, a shoot 'em up available in late June. Basically this is **Defender** 1988 edition, where you flip back and forth over a planet surface wiping out incoming aliens. Goldrunner programmer Steve Bak is putting together an ST version in this country.

# Ere we go, ere we go!

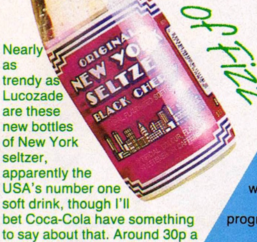
Just in time for the European football championships comes **Peter Beardsley's International Football.** You can choose teams from amongst the European nations, decide the lengths of the matches, and make your way through the qualification games to the final.

Launched on ST and Amiga in June, with the C64 to follow soon, and the Spectrum, Amstrad and (gasp!) MSX in July.

# Car Wars I

Loadsagames with hi tech armoured cars in, these days, and one of the nicest looks to be **Fire and Forgot** from Titus, French **Crazy Cars.** This game features possibly the craziest car of the all, what with "triple turbo V16, thermonuclear missiles, blah, blah, blah, on a mission to bring peace to six separate wars – by what ever means available! Lots of enemy mines, incoming helicopters and other nasties to face. Nice 3D screen effect on the 16 bit versions (ST and Amiga £24.99), though what they'll look like on the soon to be released Spectrum (£8.99), C64 (£9.99) or Amstrad (cass £9.99, disk £14.99) is anybody's guess.






Nearly as trendy as Lucozade are these new bottles of New York seltzer, apparently the USA's number one soft drink, though I'll bet Coca-Cola have something to say about that. Around 30p a bottle.

The Flying Finn




Fighting your way out of a hellish fantasy world through battle and bribery is the order of the day in Hewson's newie, **Netherworld**, programmed by some strange geezer billed as Charlie T, the Flying Finn. Out in August.

# The P.C. Plods

When will the **PC Engine** hit these shores? That is the question on everyone's lips judging from the number of phone calls we and makers NEC's London office, get.

"You are the cause of all our troubles . . ." said their Mr Yasui, going on to explain that the long term purpose of the PC Engine is to provide the core for numerous sophisticated home entertainment systems, rather than as a games machine. You'll have to wait.






# Long wet summer



Wildest waterguns we've seen this summer are these wicked weapons from Entertech. Motorised, with ranges up to thirty feet, no cats, dogs or C + VG staffers we're safe on their arrival at the offices.

The AK Centerfire (around £8.99) has two refillable water clips, so while the others reload, you simply soak! The Water Hawk (£6.99) is a high powered weapon in trendy green tiger skin, while the Saturator (£7.99) shoots huge bursts of water without the aid of batteries.

Handier to carry with you at all times for surprise blasting is the Bushwacker (£4.99, available in green or orange) but wickedest of all have to be The Glooper (£5.99) which shoots globs of green gunge up to 25 feet – luckily safe, non toxic and washable . . . but messy.

The scary thing is there are plenty more where they came from, meaning that even if it shines, this 'll be the wettest summer on record.






**For mid May, compiled by Gallup**

## ALL FORMATS COMBINED

| | |
|---|---|
| 1 | STEVE DAVIS SNOOKER (BLUE RIBBON) |
| 2 | GHOSTBUSTERS (MASTERTRONIC) |
| 3 | WAY OF THE EXPLODING FIST (MASTERTRONIC) |
| 4 | FRUIT MACHINE SIMULATOR (CODE MASTERS) |
| 5 | DAN DARE (MASTERTRONIC) |
| 6 | OUT RUN (SEGA-US GOLD) |
| 7 | GRAND PRIX SIMULATOR (CODE MASTERS) |
| 8 | BMX SIMULATOR (CODE MASTERS) |
| 9 | SOCCER BOSS (ALTERNATIVE) |
| 10 | TRAP DOOR (ALTERNATIVE) |

This is a chart made up of total sales across all systems, so obviously budget games available across all 8 bit formats are going to feature strongly. The highest selling game for this period, on the other hand, was Outrun on the ST, the first 16 bit game to ever reach this position.

## ATARI ST

| | |
|---|---|
| 1 | OUTRUN (U.S. GOLD) |
| 2 | CAPTAIN BLOOD (INFOGRAMES) |
| 3 | CARRIER COMMAND (RAINBIRD) |
| 4 | DUNGEON MASTER (MIRRORSOFT) |
| 5 | OBLITERATOR (PSYGNOSIS) |
| 6 | IKARI WARRIORS (ELITE) |
| 7 | XENON (MELBOURNE HOUSE) |
| 8 | REVENGE 2 (MASTERTRONIC) |
| 9 | IMPOSSIBLE MISSION 2 (EPYX) |
| 10 | GUNSHIP (MICROPROSE) |

Out Run, straight in at number one, is selling more than any game on the C64, the Spectrum or any other system, and at £19.99, that's a tidy little profit for US Gold.

## AMSTRAD

| | |
|---|---|
| 1 | STEVE DAVIS SNOOKER (BLUE RIBBON) |
| 2 | SUPER STUNTMAN (CODEMASTERS) |
| 3 | SHANGHAI KARATE (PLAYERS) |
| 4 | WAY OF THE EXPLODING FIST (MASTERTRONIC) |
| 5 | FRUIT MACHINE SIMULATOR (CODE MASTERS) |
| 6 | WE ARE THE CHAMPIONS (OCEAN) |
| 7 | DAN DARE (MASTERTRONIC) |
| 8 | NINJA SCOOTER SIMULATOR (FIREBIRD) |
| 9 | LA SWAT (MASTERTRONIC) |
| 10 | POPEYE (ALTERNATIVE) |

Ninja Scooter and LA SWAT re-enter the charts, and Shanghai Karate storms in at number three.

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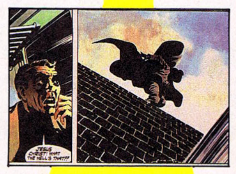



# Mario Miffed

***Computer and Video Games* unreservedly apologises for the misuse of *Super Mario Bros* images in a free front cover badge on our May issue.**

**The magazine accepts that Nintendo Company Ltd should be acknowledged as the holder of the trade mark and copy rights for *Super Mario Bros*.**

# Comic of the Month




Latest and perhaps greatest series from comics whizz **Alan Moore** (''He sits by the right hand of God'' an American teenager was quoted as saying) is ''V for Vendetta'' from DC comics. Drawn by David Lloyd, this ten part mini-series follows the exploits of a bizarre masked terrorist in the fascist Britain of the near future.

Originally begun in the early eighties in the black and white Warrior mag, this is the first time it has appeared in colour, and marks the end of a four year wait for original fans of the series to see the end of the story. The wierdest, wildest comic of the month, and well worth your pennies.

# Golden Dreams

One of the most involved scenarios ever accompanies US Gold's **Dream Warrior,** a game of action and strategy against Dream Demons that have imprisoned famous scientists. What it all boils down to is running around blasting some things and collecting others, original or what? Available for C64 (£9.99/11.99), Spec (£8.99), Amstrad (£9.99/14.99) and PC £19.99.




# Fax Box

## US GOLD FAX BOX

**Name of company: US Gold.**
**Address: Units 2/3, Holford Way, Holford, Birmingham B6 7AX.**
**Contact: Phone 021 356 3388 and ask for the PR department.**
**Personnel: Geoff Brown (Managing Director and founder) Tim Chaney (Operations director) Richard Tisdall (Marketing Manager).**
**Founded: Centresoft (parent company and distributors) 1983; US Gold July 1984.**
**First hit: Beachhead.**
**Biggest ever hit: Outrun (Over 300,000 units sold and climbing).**

# Car Wars Two

**Marauder,** another battlecar game, blasts in from Hewson on June 28. Take on flying nasties as well as other cars for £7.99 Speccy cassette (£12.99 disk), and for C64 and Amstrad £9.99 cass, £14.99 disk.




# Charts

## SPECTRUM TOP 10

| | |
|---|---|
| 1 | TARGET RENEGADE (IMAGINE) |
| 2 | GHOSTBUSTERS (MASTERTRONIC) |
| 3 | STEVE DAVIS SNOOKER (BLUE RIBBON) |
| 4 | FRUIT MACHINE SIMULATOR (CODE MASTERS) |
| 5 | SHANGHAI KARATE (PLAYERS) |
| 6 | POOL (BLUE RIBBON) |
| 7 | OUT RUN (SEGA – US GOLD) |
| 8 | KIK START 2 (MASTERTRONIC) |
| 9 | DAN DARE (MASTERTRONIC) |
| 10 | NINJA SCOOTER SIMULATOR (FIREBIRD) |

**Labels like Players and Blue Ribbon seem to be continuing to catch up with the established market leaders.**

## COMMODORE 64

| | |
|---|---|
| 1 | STEVE DAVIS SNOOKER (BLUE RIBBON) |
| 2 | GHOSTBUSTERS (MASTERTRONIC) |
| 3 | TARGET RENEGADE (IMAGINE) |
| 4 | SOCCER BOSS (ALTERNATIVE) |
| 5 | ALIENS (MASTERTRONIC) |
| 6 | PACLAND (QUICKSILVA) |
| 7 | GROG'S REVENGE (POWERHOUSE) |
| 8 | GRAND PRIX SIMULATOR (CODE MASTERS) |
| 9 | FRUIT MACHINE SIMULATOR (CODE MASTERS) |
| 10 | IMPOSSIBLE MISSION 2 (EPYX) |

**The C64 share of the market is in decline at the moment, and it looks as if it will soon drop below 20% of all games sold for the first time in the history of the Gallup charts.**

## AMIGA TOP 5

| | |
|---|---|
| 1 | BARBARIAN (PALACE) |
| 2 | SIDEWINDER (MASTERTRONIC) |
| 3 | OBLITERATOR (PSYGNOSIS) |
| 4 | FERRARI FORMULA 1 (ELECTRONIC ARTS) |
| 5 | FAIRY TALE (MICRO ILLUSIONS) |

**Nice to see a couple of C + VG favourites in at the top there. It is also interesting to see traditional arcade style games dominating the top slots. A beat 'em up and a shoot 'em up have positions one and two between them. Just goes to show that just because you have a super dooper sophisticated machine doesn't necessarily mean you have to play overly complex games on it all the time. Truth is Amiga owners are just like the rest of us – they love a good blast.**

# Gary Linekers
# SUPERSKILLS



# Fax

## Virusbusters!

In Paris, France, Loriciels has broken what amounts to a conspiracy of silence on that newest of '80s bogeymen, the computer virus. By setting up an "isolation ward" for all incoming software to the company, they successfully identified and neutralised a hoax game sent in to them that was simply buzzing with a destructive virus before it was allowed anywhere near their normal computer systems.

Once a contaminated disk of this sort is inserted in a computer drive, it would transfer a hard to detect microprogram which would subsequently be written onto any other inserted disks, and each disk itself would then infect all fresh systems it came into contact with. Thus, comparing it with a biological virus is a fairly accurate way of understanding how it works.

While the spreading of any particular virus is a very frightening prospect – last Autumn the whole of Iraq was apparently infected in as short a period as two months! – being aware of the problem is a major step towards combatting it.

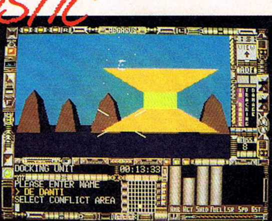
## Speccy strategy

The **Battle for Stalingrad** is a new one player strategy game for the Spectrum from CCS. You play the commander of the German armies in their offensive against Soviet forces along the Eastern front in 1942.

## Phantastic

Exocet's new shoot 'em up, **Phantasm,** sees you in command of the space craft Pegasus, on a mission to destroy eight targets on an alien moon.




## Warrior women

Fans of fantasy artwork will like two new albums from Paper Tiger, featuring the work of two of Britain's top science fiction artists. *'The Science Fiction and fantasy World of Tim White'* features over 100 plates of his well known book covers and record sleeves, at least some of which you are bound to recognise (£7.95 softback).

This is Tim's first collection, but the same cannot be said of the prolific Chris Achilleos, whose new book, *Medusa* is but the latest in a line of best sellers. An ex-*C + VG* cover artist (October 1985, for those with long memories), Chris paints beautifully rendered barbarian women as well as illustrations for Star Trek, Dr Who and similar.

Normally £7.95 softback (£14.95 hardback) but we've got some to give away. First five post cards out of the hat to describe what was featured on that old C + VG cover win the books.

Can't say fairer than that, can we?

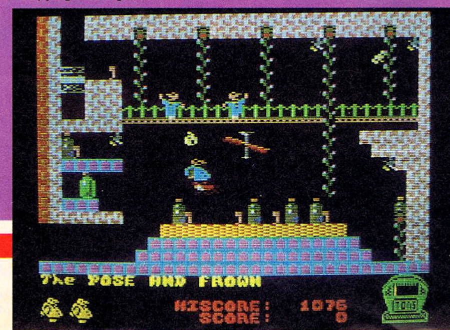
## Chubby William look-a-like

Grandslam has both **Chubby Gristle** – the adventures of a fat, greedy car park attendant based without doubt on a certain C + VG ad manager – and **Power Pyramids,** a sophisticated version of pinball, out in August. Based on the second prize winner in Dublin's Aer Lingus Young Scientist's compo, **Pyramids** is much more of an intellectual challenge than old **Chub,** whose immortal catch phrase "You can't park there!" is set to go down in history.

**Power Pyramids** is on the Spectrum (£7.95) and C64 (£8.95/12.95) while Chubby is available across all popular 8 and 16 bit machines.

Meanwhile, Grand Slam are relaunching the twice failed Bug Byte name for their new budget range using the Domark and Datasoft back catalogues as well as their own, and in another slightly questionable move are supporting the Archimedes computer by releasing their popular **Terramex** on it, with other hits to follow.

Of perhaps more interest are their new **Thunderbirds** games (based on the TV show but totally different from the old Firebird game) and **Espionage,** a spin off from the spying board game.



# The Empire Strikes!

Following the success of their first Star Wars game, Domark is following it up with **The Empire Strikes Back** in July. You play through four levels based heavily on sequences from the film, including snowspeeder battles against Imperial Robots and Walkers, flying the Millenium Falcon against TIE fighters and through an asteroid belt, and winning your way through to the safety of the rebel asteroid base.

# George Lucas returns

**■ Willow, the forthcoming fantasy film from the makers of Star Wars and Raiders of the Lost Ark, is to become a computer game, using digitised scenes from actual film footage.**

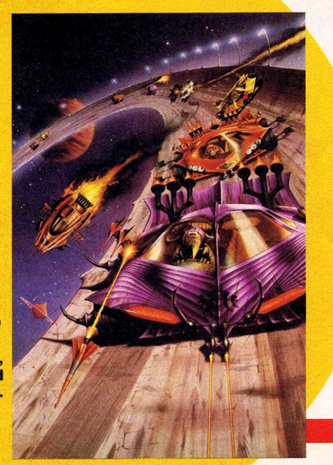
**Mindscape releases the game on the IBM during this month. No date has yet been fixed for a UK release.**

**Willow, written by George Lucas, features an unlikely hero who leaves the peace of his village and ventures into a world filled with giant Daikinis (whatever they are) little brownies (presumably not female cub scout-types) and mythical fairies.**

# Union men

Overworked, exploited, ripped off and generally unappreciated; programmers are getting together to form their own "union." It's called the **Society of Software Authors** and aims to "protect and help them achieve a more reliable method of conducting business affairs." Those interested in joining – including designers, graphic artists and musicians – should write to Jon Dean, Society of Software Authors, c/o 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

# Car Wars 3



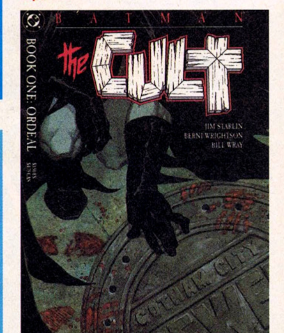
**More bleeding cars-with-guns in *The Fury* from Martech, where you play Earth's champion in a *Mad Max* style auto battle. Facing droids, deadman's curves and other drivers in a race to the death has been done before (witness last month's cover game amongst others), but it's still more original than space ship shoot 'em ups. Spectrum £14.99 disk, £9.99 cassette, C64 £9.99/12.99, Amstrad £9.99/14.99.**

# Comics

**1 V for Vendetta. Anything by comics superstar Alan Moore just has to go in at number one.**

**2 Viz Comic – Newcastle's finest. Starring Billy the Fish, Buster Gonads et al, you'll never look at the Beano in the same way again.**

**3 Marshal Law – Designer sadism with San Futuro's top cape catcher.**




**4 Batman: The Cult – Jim Starlin and Bernie Wrightson are the latest big names to handle the Darknight Detective.**

**5 X Men – Merry mutants remain pretty dire, but the kids love it!**

**6 Nick Fury vs Shield – High tech CIA stuff with our cigar chomping hero.**

**7 X Factor – See X Men, with bells on.**

**8 Marvel Comics Presents – First fortnightly American Marvel comic ever, to the best of our knowledge, starring Wolverine – bound to sell well.**

**9 Akira – Currently trendy Japanese comic, translated into English.**

**10 Action comics weekly – Superman et al in a weekly comic for the first time ever.**

Thanks to **Comic Showcase,** a popular London Comics shop, for these figures. Remember, these are what sells to fans at a specialist store, not figures for the nation as a whole.

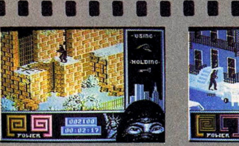




L A S T

# NINJA 2

## Back with a Vengeance!







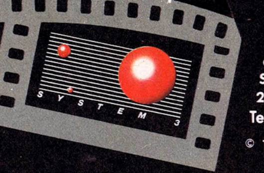






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Reviews

C+VG HIT!

# LAST

**A Brookside-like cul-de-sac is the most unlikely of locations to find a team of crack programmers beavering away on what is probably the sequel of the summer – *Ninja II.* The exceptionally super cool Ed made several visits to System 3 Glen Close in Watford – playing each individual level to bring you the first review of Ninja II.**

**► MACHINES: COMMODORE 64, SPECTRUM, AMSTRAD, ATARI ST.**
**► PRICE: SPECTRUM COMMODORE 64, AMSTRAD CASS – £12.99, DISK £14.99.**
**► VERSION TESTED: SPECTRUM.**
**► REVIEWER: EUGENE LACEY.**

The Ninja is back. It is not surprising really that the game which was designed to be the Ninja game to end all Ninja games – literally the *last Ninja* – should lead to a sequel.

System 3 hit on a unique blend of arcade entertainment and adventure style puzzles in *Ninja*. Beat 'em up fun and problem solving were the two vital ingredients – but very moderate doses of both.

After you've had played *Ninja* for a while, you soon tire of beating up the guards and want to get down to the serious business of solving the adventure, getting through all the levels, and seeing the end game screen.

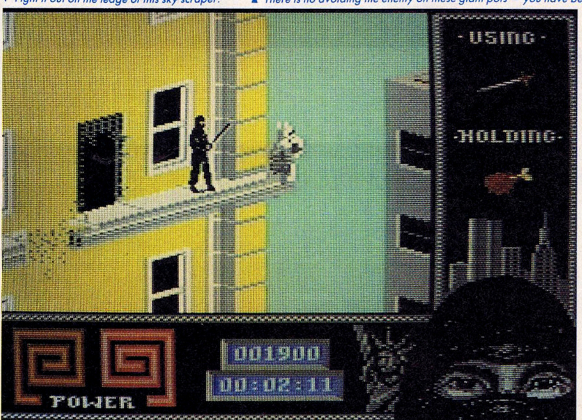
*Ninja II* takes the same basic game design system – but improves on it. In fact it improves on it a great deal in every department – from graphics to game puzzles the whole thing has been improved upon.

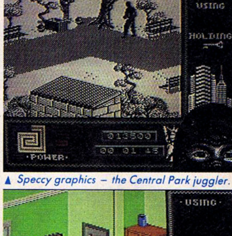
As Paul Hogan said recently: "The trouble with




▲ *There is no avoiding the enemy on these giant pots – you have beat 'em up to progress to t'other side.*

▼ *Fight it out on the ledge of this sky scraper.*




▲ *Speccy graphics – the Central Park juggler.*

-USING-
-HOLDING-
000600
00:00:55

▲ *It's hardly going to be hid under the mattress.*

# NINJA 2

doing sequels is that they have to be 150 times better." System 3 has opbviously taken *Crocodile Dundee's* words to heart as they have crammed numerous innovations into this sequel.

Six levels of game play chart a tale in which the Ninja must seek out the evil Shogun and destroy him once and for all.

**Level One** – sees the Ninja commence his quest from the band stand in the middle of Central Park.

One of the first puzzles to work out is how he can get underneath the band stand to progress through the game.

The park is full of its famous pitfalls – muggers, vagrants, and even a bent copper or two.

The corrupt police force is something you discover very early in the game. Konikun has the force under his influence – which is another reason why you, the Ninja, must defeat him – to restore the force to the proper authorities.

From this opening level it is clear that programmers, Mev Dinc, John Twiddy, and artist Hugh Riley, have done System 3 proud.

The detail in the park is excellent. My favourite screen is the one with the juggler, a slightly menacing character with knives rather than clubs – and who knows he may decide to throw one of them at you.

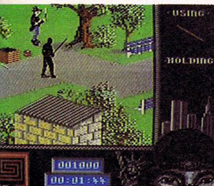
The Spectrum version is only two colour due to the 3D scrolling nature of the game design. It is not possible to achieve this effect on the Speccy in full colour. It does not lose that much though – all of the detail is there.

**Level Two** takes our hero on to the streets of New York with drug stores, big yellow taxis, more muggers and some mad motorcyclists who don't have a great deal of respect for Ninjas.

Again the streets are patrolled by policemen who may have a go at you. By winning three punch ups in a row you can effectively kill a policeman. This is not



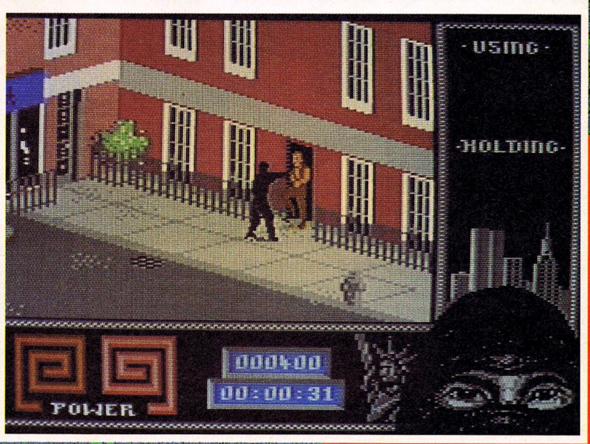

▲ *Mad bikers are out to get you.*




*Oh no – a mugger at the door.*




*Why is that Ninja poking his staff at the boat.*





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GO FOR GOLD!
Screen shots from Atari St system.
Kevin Toms
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*Addictive games is a division of:– Prism Leisure Corporation plc, Unit 1, Baird Road, Enfield, Middlesex EN1 1SJ.
Street Date: All formats June 17th

# LAST NINJA 2

advisable. As John Twiddy put it "cop killers are not popular". In other words, it makes the rest of the force pursue a shoot to kill policy.

The hamburger joints come in handy here – providing you with vital energy. Be careful not to scoff one in the seedy part of town though – as you might get food poisoning.

**Level Three** takes you down to the sewers where you encounter the rats. Ever since I read James Herbert's book about these vicious rodents I have been petrified by rats. They scuttle horribly towards you in the bowels of the city and your Ninja has to be fleet of foot to avoid them.

As in all other levels there is a puzzle to be solved.

**Level Four.** You are now in the basement of the Shogun's office. The office level forces you into combat with one of the bent policemen.

Not giving anything away but this level features the Access Card and a lift which places you in the heart of the Shogun's office – which is really an opium den. Your aim here is to find a secret passageway that will lead you to the roof where a helicopter is about to take off to the Shogun's Island fortress – otherwise known as the next load.

*Ninja II* is one of the best sequels I have seen. It works because the designers were brave enough to stick to the same basic concept.

| | |
|---|---|
| ► GRAPHICS | 9 |
| ► SOUND | 8 |
| ► VALUE | 8 |
| ► PLAYABILITY | 9 |
| ► OVERALL | 9 |




**So how does Mr Cale justify £12.99 for *Last Ninja II* on cassette?**

**"It's much more than just a cassette. The game is beautifully packaged in a top quality box. You get a 30 page booklet, a Ninja mask, and soft rubber shuriken which might, just might, be a clue to winning the game."**



**System 3 boss Mark Cale sniggers as he relates a tale about how "some kid" got through to him on his car phone to complain about *Last Ninja II* selling at three pounds above the normal price for games.**

**"You software people are all a bunch of b*2@!rds," the aggrieved teenager is reputed to have told the red Ferrari encased Cale.**

**Yep, selling software has certainly made Mark a pretty penny.**

# WIN A PC ENGINE



The poutlicious Lora Clark – otherwise known as *C+VG's* editorial assistant – holds the fabled PC Engine.

*C+VG* and System 3 have got together to offer you a specially imported model, complete with Japanese TV set and a selection of free games – including *R-Type!*

Ten runners up will receive a free rubber shuriken and Ninja mask.

All you have to do is answer the following simple questions.

1) Name the Ninja TV series starring Lee Van Cleef.

Answer____________________

2) Name the star of the two American Ninja films sometimes known as American Warrior)

Answer____________________

3) Fill in the last names of these martial arts stars:

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Bruce..............................

Chuck..............................

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Computer..............................

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# Reviews

# CHARLIE CHAPLIN

► **MACHINES: SPECTRUM, AMSTRAD, IBM PC, C64 AND ST TO FOLLOW.**
► **SUPPLIER: US GOLD.**
► **PRICES: SPEC 48K £8.99 CASS, AMSTRAD £9.99 CASS, £14.99 DISK, C64 £9.99/14.99, ST £19.99 DISK, IBM PC £24.99 DISK.**
► **VERSION TESTED: SPECTRUM.**
► **REVIEWER: MATT BIELBY.**

In my short(ish) time here at *C+VG* I've seen some great games, some good games and some less impressive ones from Britain's biggest software publishers.

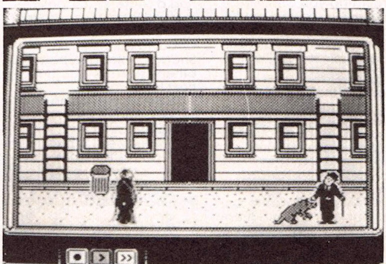
Never, however, has a US Gold product made me laugh quite as much as *Starring Charlie Chaplin.* Yep, it was that bad!

It is a "unique game concept" indeed. The idea is that you are the director of one of our Charlie's black and white classics, and have a choice between making *Modern Times, The Tramp, Married Life* and a bunch of others based to varying degree on his movies.

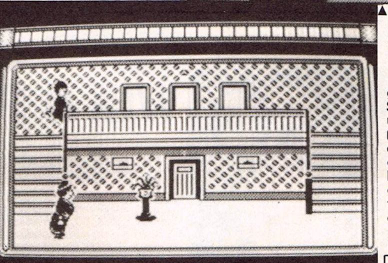
So far, so good. You chose your script, you flick past the screen which tells the cost of each scene, the actors and props involved and so on and then . . . the comedy begins!

Yep, it's funny alright. Funny that there should be so little to do. Each backdrop, be it a ship deck, a country garden or a pub is laid out in exactly the same way: empty, with some steps to a balcony at the back.

Each is populated by a couple of characters who walk about, back and forth, across the screen. Every time, you have to move around this rather basic set in the manner most likely to amuse an audience and so make your flick a success. It dawns on you that an audience would have to be pretty starved of entertainment to be tickled by any of this.



▲ *It's fun and japes as Charlie gets bitten by a dog.*



▲ *It's fun and japes as Charlie walks along the landing.*

The first film I attempted to make was *The Immigrant,* a tale of Charlie's arrival in America and inevitable falling in love with the woman of his dreams. The instructions advise you to perform "wacky stunts" on the other actors, but since the only *wacky* stunt my particular Charlie seemed to know how to perform was smacking people in the face with a good right jab, this soon began to pall, and I sent him roaming around the set instead, climbing ladders and suchlike.

If a black and white game is surprising on the Spectrum, then it is surely unbelievable on a 64 or (gulp!) an ST, however atmospheric it may be. The game obviously looks a lot better on the ST, but the game play is just so ill thought-out and limited, I can't imagine anyone sitting down and playing it more than twice.

▲ *It's fun and japes as Charlie goes to the empty pub (snooze...).*

| | |
|---|---|
| ► GRAPHICS | 4 |
| ► SOUND | 4 |
| ► VALUE | 4 |
| ► PLAYABILITY | 4 |
| ► OVERALL | 4 |

## UPDATE . . .

**If they each had more potential for movement, the sets were more varied, there were more props to use, if you could control them all and not just Charlie . . . If, if, if. The game is equally dodgy on the ST and Amstrad, and there is no reason to believe the 64 is any better, now is there?**

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TION...

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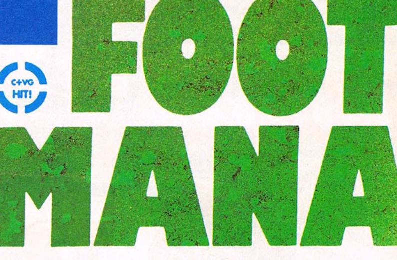
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Screen shots from Commodore version.

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**► MACHINES: SPECTRUM/AMSTRAD/CBM 64/ATARI ST/AMIGA.**
**► PRICE: 8 BIT CASSETTES £9.95, DISKS £14.95. 16 BIT VERSIONS £19.95.**
**► SUPPLIER: PRISM.**
**► VERSION TESTED: ATARI ST.**
**► REVIEWER: JULIAN RIGNALL.**

Half a decade ago *Football Manager* appeared on the ZX81




▲ *Thump – the striker knocks one home in this exciting ST title screen.* ▼ *That man Beardsley is in the line up again.*




under the auspices of Addictive Games. It was a text-only game in which the player took a managerial role and attempted to guide his team from division four to the top of the first.

A few months later a Spectrum version was released, which boasted graphical 'match highlights'. Since then *Football Manager* has been converted to all popular (and some not-so-popular) home computer formats, and has gone on to become one of the all-time best-selling computer games.

Five years later, Kevin Toms (programmer of the original) has produced a sequel which has many new features, but still manages to keep the flavour of the original game.

The first item on the agenda is choosing a football team, which for me turned out to be a pain. A team is displayed on-screen, and the player is asked whether or not he'd like to manage it. Choose 'NO' and another is displayed, and so on. Call me pedantic, but I found this annoying; especially as the team I wanted to manage was right at the end of the 92 club list. Just to make things worse, if you double click on the mouse button by mistake and miss your team, you have to go around all 92 again!

Once the team is selected, sponsorship is offered (you can refuse, but it's not wise) to increase the £500,000 club funds; then the game begins.

The objective is the same as the original *Football Manager* – to become as successful as possible. Life begins at the bottom of the fourth division, and it's entirely up to the player's managerial skills to guide his team to success.

The decision-making starts with the first league game, where a team is selected from the 15-strong squad. Each team member has three vital statistics: skill, fitness and position. Obviously, the higher the skill and fitness, the better the player. Skill never changes, but fitness diminishes on consecutive games, so it's advisable to leave players out of the team occasionally to give them time to recover.

Selecting a squad is very straightforward. There are three screens representing defence, midfield and attack, with eight selection slots on each. The four slots on the left hand side represent the opponents' selection, and show where players are placed. The ones on the right are for the player. Each slot is the equivalent of a position on the field; so that you can decide to play down the middle, or go for wide play for example.

Having four slots per screen also allows different formations to be chosen, ie 4-2-4, 3-3-4, 4-4-2. It's useful seeing where the opponent has put his players, so you can choose to mark (by placing your players in the opposite slot), or let your players run free. On the defence

# BALL
# GER II

screen there's a fifth slot for a goalie.

By the way, a player's position is important here – for example, if you put an attacker into the midfield screen, he plays with a skill factor of two!

Once the team is chosen and positioned, two substitutes are nominated and the game begins – and this is where *Football Manager II* comes into its own. The 'match highlights' are shown on a three-screen-long flick-screen pitch. Being a manager, you have to sit on the touchline biting your nails while you watch your team play.

The graphics aren't brilliant, but the essence of a tense football match has been captured perfectly, and you get completely wrapped up in the action. Ball movement, passing and shots are all thoroughly convincing, and at one point I began shouting and cursing at my team as they repeatedly failed to finish off a passing move. When a goal is scored, the build-up move and finish are shown again in a behind the net replay.

The duration of a match varies – but it's never long enough to get boring, and at half time you're allowed to make substitutions, and even change around the team's formation.

When the match is over, all the week's statistics are displayed. First of all the league results are shown, followed by the league tables. Next comes the finance screen, which shows gate receipts, wages, overheads, profits and current bank balance. Any transfer transactions are also displayed.

After that comes the transfer screen which allows players to be bought or sold. If a player is to be sold, he's first selected, and then an offer is made by another club, which is either accepted or rejected. Players are bought on the next screen; offers are made for one of the three players displayed, but it's only accepted if the selling team think the offer is lucrative enough.

Passing training is the final option, and allows the player to modify the team's playing style. There are two selectable options: passing height and passing length, both of which may be increased or decreased. High passing is best used with a weak midfield, while short passes are useful for a team of players with high skill levels. What is particularly appealing is that if you watch the match highlights closely enough, you can actually see the type of playing style your team has adopted, and whether or not you should change their passing style! Indeed, a change of tactics can make a significant difference in the team's performance.

*Football Manager* II is simply a football fan's dream come true. It's a beautifully structured and presented game and is engrossing, challenging and very, very addictive – it had me burning the midnight oil several nights running!



▲ *Commodore United go two down in this Speccy shot.*

▼ *''Goooooooal'' shouts C+VG's caption writer.*

| | |
|---|---|
| ► GRAPHICS | 6 |
| ► SOUND | 1 |
| ► PLAYABILITY | 9 |
| ► VALUE | 8 |
| ► OVERALL | 9 |

## UPDATE . . .

**All versions of Football Manager II are planned to be in the shops by June 17th according to Prism spokesman Mal Thomas: "We now have all the masters apart from the Commodore 64 and duplication is about to start."**



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► MACHINES: ATARI ST, AMIGA, SPECTRUM, COMMODORE 64, AMSTRAD.
► SUPPLIER: GRAND SLAM.
► PRICES: ST AND AMIGA £19.95. 8-BIT PRICES TO FOLLOW.
► VERSION TESTED: ATARI ST.
► REVIEWER: EUGENE LACEY.




▲ *Throw in near the touch line – check the ads for Terramex on the hoarding behind.*

# PETER BEARDSLEY'S FOOTBALL

After putting four past mighty Aylesbury and getting off to a lightning start in the European Championships it looked as if Liverpool ace Peter Beardsley could do no wrong.

It looked that way – until he lent his name to Grand Slam's International Football title.

The first version to be finished and the only one to be out in time to coincide with the final event in the European soccer calendar was the ST version – and despite the amazing power of this leading 16 bit machine the game is still as sick as a parrot.

So what's up with it? Quite simply lack of control over the players.

It really doesn't matter how amazingly powerful the computer is – if the software does not react responsively to the joystick football games fail. From Spectrum soccer games right through to coin-op attempts like *Kick and Run* – without responsiveness they are naff.

The graphics are excellent – which is all the more frustrating as you can't help thinking what might have been. They employ the cartoon animation technique with a black line around each player to add to the definition.

Other nice touches – like the commentators that appear in cameo screens every time a goal is scored are fun but again they fail to rescue what is basically an unplayable game.

If there is one thing that really gets me about soccer (apart from Walsall beating Bristol City 4-0 in the play offs) its people singing "ere we go, 'ere we go, 'ere we go". Why don't they just go that's what I want to know.

Position Still Vacant – a decent footy game for 16 bit machines.

▼ *The goalie dives but Beardsley has driven the ball home.*




| | |
|---|---|
| ► GRAPHICS | 8 |
| ► SOUND | 4 |
| ► VALUE | 3 |
| ► PLAYABILITY | 3 |
| ► OVERALL | 4 |

## UPDATE . . .

**Though the ST and Amiga versions are out now, work has yet to seriously start on the promised C64 and Spectrum ones, so don't expect the 'til next season, Saint. There will be no big differences between the versions we are told.**

# CORRUPTION

Atari ST screen shots.

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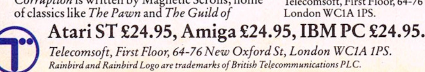
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# GAUNT




► **MACHINE: ATARI ST.**
► **SUPPLIER: US GOLD.**
► **PRICE: £16.99.**
► **REVIEWER: JULIAN RIGNALL.**

Atari's *Gauntlet* first appeared in 1986 and swiftly became one of the most top grossing arcade machines of all time. Last year *Gauntlet II* was released, boasting similar gameplay, but plenty of new features.

For those who were born yesterday, *Gauntlet* is an exploration game in which each player takes control of either a Wizard, Elf, Valkyrie or Warrior (each character has his or her own special abilities) and enters a multi-directionally scrolling dungeon to find treasure and do battle with the creatures that dwell within. Progress is made by finding the exit, whereupon the next level of the dungeon is entered. Food and special potions are found scattered around and are picked up to help prolong a character's life.

US Gold converted the original *Gauntlet* to the Atari ST last year; unfortuntely the excellent graphics and sound were sadly let down by juddering scrolling, sluggish joystick response and irksome bugs. However, things are difficult with *Gauntlet II* . . .

The first thing to strike you are the graphics; vibrant colour schemes have been used to make the game almost leap out of the screen. The bas-relief backdrops are fabulous, and the beautifully detailed sprites easily match their coin-op counterparts. Scrolling is smooth and fast, and the characters are very quick to respond to the joystick. There are no bugs, and even in the midst of the most furious battle the action doesn't visibly slow down.

If that isn't enough, the programmers have also digitised all of the arcade machine's sound effects and speech and somehow squeezed them into the game. The speech is a little scratchy at times, but the overall effect is great – there's nothing quite like begin told 'that was a heroic effort' after a particularly hectic battle,




▲ *Vibrant graphics and sound.*

# LEATHE

► **MACHINE: ATARI ST.**
► **SUPPLIER: MICRODEAL.**
► **PRICE: £19.95.**
► **REVIEWER: CHRIS JENKINS.**

If you know three people who enjoy doing mindless mayhem – and let's face it, most gameplayers do – you're going to enjoy *Leatherneck*.

In fact, if you don't have three suitable friends, you'd better find some, because the game is practically unplayable in one player mode.

You've seen *Commando*, you've seen *Ikari Warriors;* well this is basically the same thing, a vertically-scrolling arcade blast in which the aim is to knock off as many fanatical enemy soldiers as you can.

The twist is that by buying a printer port adaptor (£6) you can plug in two extra joysticks, and any number of players from one to four can fight simultaneously. It's best to co-operate, but it's quite possible to shoot one of your colleagues if you get fed up with him.

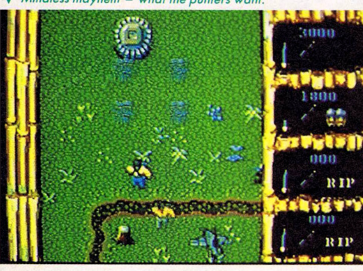
The scrolling, animation and raphic design are all excellent. The four stages of the game – you can start at any stage depending on who presses their fire button – each start with a landing craft depositing you in the jungle.

The backgrounds are littered with crashed helicopters, ruined huts, sandbags, boulders and thickets, from which spring gun-toting soldiers, flinging grenades and trying to gun you down.

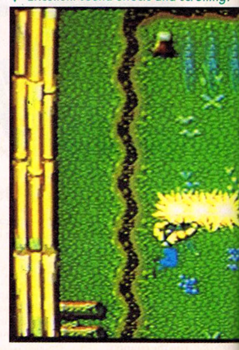
You have three selectable weapons, a light machine gun, heavy machine gun and grenades (which you'll need to take out pillboxes).

Ammunition for each can be picked up along

▼ *Mindless mayhem – what the punters want.*




▼ *Excellent sound effects and scrolling.*



# TLET II




and the guilty party responsible for shooting food is always named!

By now you might be thinking that to cram in all the visual and aural effects, the programmers have had to cut corners. Well, I'm happy to say that all the features of the arcade machine have been faithfully reproduced in this conversion. Everything has been included, from 'IT' monsters, the dragon and acid pools to moving exits, the mugger and treasure chests. Oh yes, all the extra weaponry is present, so you won't miss out on treats like reflective and super shots, repulsiveness, invisibility and transportability.

The gameplay is superb, and again it's totally faithful to the original. I've spent many hours fighting through *Gauntlet II's* 100 levels, and can honestly say that it's one of the finest arcade conversions I've ever seen – don't miss it.

*Gauntlet* purists might be interested to know that there's an extra player interface available from US Gold for £5.99. It's a neat little widget that plugs into the user port and allows another two players to muscle in on the action – giving four-player interaction, just like the arcade machine!

This four player stuff really got even the hard to please C+VG ad department clustered 'round that monitor.

▲ *Superb gameplay . . . no irksome bugs.*

This is possibly the most fun we've had in the office since the waterpistols came in for FAX, and THAT'S saying something!

| | |
|---|---|
| ► GRAPHICS | 9 |
| ► SOUND | 8 |
| ► PLAYABILITY | 9 |
| ► VALUE | 7 |
| ► OVERALL | 9 |

## FOOTNOTE . . .

**There are no plans on the US Gold schedule to release *Gauntlet II* on the Amiga, but December '87 saw the eight-bit variants first released upon the market.**

**The Spectrum version was criticised for being too close to *Gauntlet I* to make buying them both worthwhile, and was equipped with particularly weedy sound effects.**

**On the other hand the C64 had sound graphics, good big sprites and was extremely playable and addicitive. Amstrad was good too.**

# RNECK

the way, but of course you;ll have to fight your buddies for the chance to pick it up.




On the right hand side of the game is displayed your score, lives remaining, and ammunition level. The three weapons start off with equal ammunition levels, and you must select the right one to geth through each area; the light machine gun fires faster, but the heavy gun has a longer range and the grenades, though great for clearing out large concentrations of enemy troops, really should be kept for fortifications.

You can change weapons by wiggling the joystick, but it's more reliable to press control keys, which are grouped in a quarter of the keyboard for each player.

The sound effects, of digitised screams, gunshots and explosions, are excellent, as is the David Whittaker music.

In fact, the only possible objection to the game is that it gets so frantic – with hoardes of soldiers, pillboxes, morters and mantraps firing at you – that there's no way a single player could complete even the first level.

Excellent fun, but it would have been better if the difficulty level varied according to the number of players.

And by the way, if you're playing with a pal and you're not getting on with him, you can always shoot him!

▼ *Wonderful fun for two players.*




| | |
|---|---|
| ► GRAPHICS | 9 |
| ► SOUND | 8 |
| ► VALUE | 7 |
| ► PLAYABILITY | 7 |
| ► OVERALL | 7 |

## UPDATE . . .

***Leatherneck* – from the mind of Steve Bird, creator of *Gridrunner*, is also out for the Amiga, also at £19.95.**

**No 8-bit conversions, are planned.**



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# PANDORA

► **MACHINES: ATARI ST/AMIGA/CBM 64.**
► **SUPPLIER: FIREBIRD.**
► **PRICES: ATARI ST £19.95/AMIGA £19.95/CBM 64 £9.95, £12.95 DISC.**
► **REVIEWER: CHRIS JENKINS.**

Not many games have combined the object-collecting, puzzle-solving, monster-fighting aspects of adventures with the animations, sound effects and graphics of arcade games. At least, not successfully. *Pandora*, though, may be the breakthrough, a joystick-driven arcade-adventure which should appeal to absolutely everyone.

For a start, the graphics are lovely, obviously more so on the 16-bit versions. The game is set on a complex space station, shown in a cut-away top-down view. The details are fascinating; sliding doors, panelled corridors, computer terminals, furniture and fittings of all kinds. Even more impressive are the characters, including yourself (an intergalactic salvage expert), and the surviving inhabitants of the space ark Pandora.

Somehow, most of the crew of the station have been killed; it's your job to make contact with the survivors, trade with them to obtain alien artefacts from Pandora's 200-year mission, and finally to shut down the computer and salvage the ship.

The first thing you discover is the importance of ID cards; the first character you meet on beaming aboard the ship disintegrates into a pile of bones, and unless you pick up her ID card, you'll go the same way.

One represents the contents of your backpack, one your pockets, and one the object you are holding.. Objects such as ID cards, weaponsl, alien artefacts and trading objects can be transferred from one to the other by pressing the space bar to activate the inventory window.

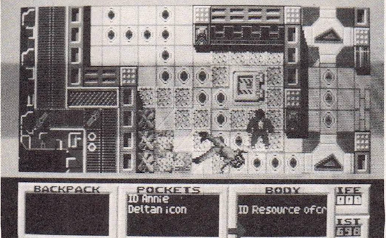
Moving around the ship and encountering various characters, you will soon discover the use of many of the objects. The Diabetic, for instance, will give you a valuable artefact if you can give him a syringe. The Scientist will help you in return for a book, and so on.

Combat sequences (which are brilliantly animated) are played by watching an incrementing bar graph, then hitting the fire button just as it reaches its peak.

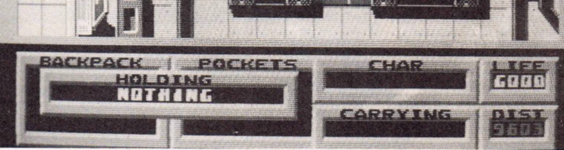
Force barriers which normally cook you can be deactivated if you carry the correct ID card. Similarly, computer terminals will give you vital clues if you log on with the right card. Some areas of the ship are inaccessible unless you have a security pass. Any objects you do not wish to use can be put in a chute which transfers them to your ship, increasing your score.

Certainly not a game you can expect to finish quickly, then. Fortunately, there's so much to see that there's not a chance of getting bored.

| | |
|---|---|
| ► GRAPHICS | 9 |
| ► SOUND | 9 |
| ► PLAYABILITY | 9 |
| ► VALUE | 9 |
| ► OVERALL | 9 |



▲ *Lovely graphics.*

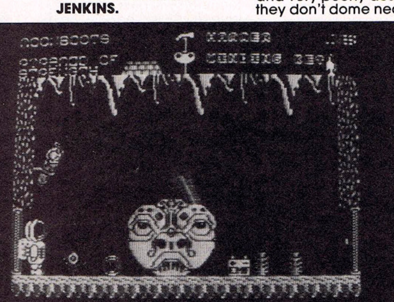


▲ *Kill or be killed.*




# METROPOLIS

► **MACHINES: SPECTRUM/ AMSTRAD/C64.**
► **SUPPLIER: POWERHOUSE.**
► **PRICE: £1.99.**
► **VERSION TESTED: C64/ SPECTRUM.**
► **REVIEWER: CHRIS JENKINS.**



▲ *Boink! Irritating aliens.*

▲ *Sloppy graphics.*

People sometimes go to barmy lenghts to conceal the fact that they've pinched an idea for a game. This one, for instance, is supposedly all about stranded astronauts searching for fuel for their spaceship. Pah! I know a rip-off of *Magic Knight* when I see one!

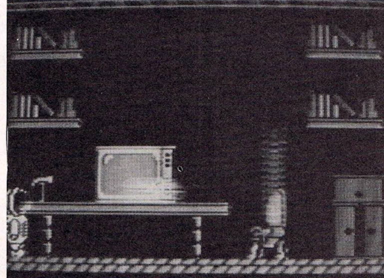
In truth, gentle reader, *Metropolis* is naught but a spacified version of David Jones excellent trilogy for Mastertronic. Here, the put-upon hero, Moonboots, wears a spacesuit instead of armour, and is attacked by aliens instead of demons, but the idea's the same; make your way through dozens of chambers, avoiding attack and searching out the objects which will open locked doors and help you return to your home.

The backgrounds aren't bad, though there's precious little explanation of what chandeliers, suits of armour and Gothic pillars are doing in an alien metropolis. What lets the game down are the sprites; single coloured and very poorly designed, they don't dome near the standard you'd expect, even from a budget game. At some stages the white astronaut disappears in front of the white background details.

The sound effects stink too; apart from an irritating BOINK BOINK from some of the bouncing aliens, here's precious little in the way of aural excitement.

Fortunately, the gameplay isn't that bad. Above the playing area is your "Pyramid of Strength", which decreases on each contact with an alien. To the right is your inventory, which never stretches beyond two objects. Each time you find a new object – an oil-can, hammer, key or whatever – it is automatically added to your inventory, and the last object dropped. By juggling objects in this way you should be able to find which will open the locked doors which bar your way.

Each time you lose a life you turn into a flying jelly (I didn't quite understand that bit) and at the end of the game you're told what percentage of the adventure you've completed. An amiable little game, then, probably entertaining for a good few hours but let down by some sloppy graphics and sound design.



▲ *A Magic Knight clone.*

| | |
|---|---|
| ► GRAPHICS | 6 |
| ► SOUND | 3 |
| ► PLAYABILITY | 7 |
| ► VALUE | 6 |
| ► OVERALL | 5 |

## UPDATE . . .

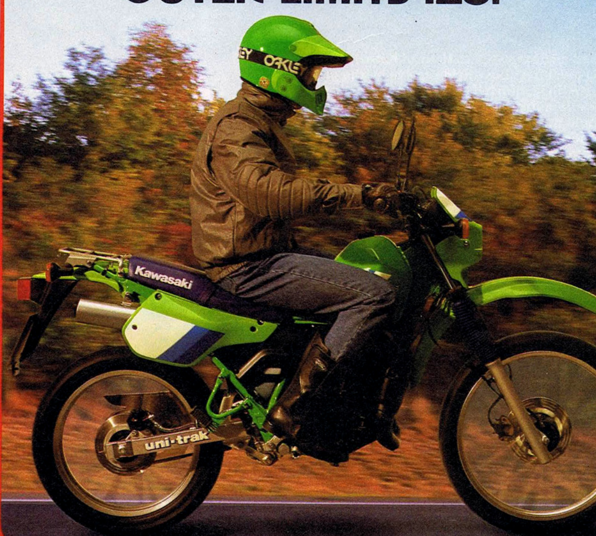
**Well, you'll be pleased to know that Powerhouse plans to release *Magic Knight* . . . oops, sorry, that was a most unfortunate slip of the typewriter. Powerhouse will also be releasing *Metropolis* for the Amstrad.**

**That's better. Or rather we hope it will be.**

Kawasaki

# INTERCITY 125.

# OUTER LIMITS 125.




**AR125: Road Sports.** Some 125's are difficult to ride because their engines produce too little power in some parts of the rev range, and too much in others. The Kawasaki, however, delivers power effortlessly, from low down right up to maximum speed. As Performance Bikes magazine wrote when comparing all the 125's "The Kawasaki is in a different class performance-wise. No matter what gear you're in, just twist the throttle and it always responds, better than any other 125".

With its superbly sweet engine, the AR125 is as nippy between towns as it is around town. But Kawasaki performance is much more than speed. It is the ideal balance between handling, braking, economy and power. Super Bike summed it up as a "perfect learner two-stroke . . . handles brilliantly. . . brakes stop the bike on a sixpence . . . unconditionally recommended".

**KMX125: Country Sports.** The KMX is developed directly from Kawasaki's racing moto-crossers. So when you plough across the fields, you're riding a real thoroughbred.

When a crowd of first-timers tested all the new 125's, including riding them around a Part One Driving Test Course, they voted the KMX top of the lot.

Dirt Bike Rider magazine rated the KMX "the trickest 125 on street or trail". Which is fair comment since the KMX is as brilliant on-road as it is off-road.

**The Kawasaki Launch Pad Package.** If you buy any new learner-legal Kawasaki, maintain it correctly, and return it in good condition in a year, you'll get your money back (less taxes) against the cost of your next new Kawasaki. To qualify, you have to agree to take proper training. And, if you do, you'll get special discount vouchers on safe riding gear like gloves, boots and jacket.

If you would like a brochure and the name of a Kawasaki Launch Pad dealer near you, send your name, age, and address, to Dept 153, Kawasaki Motors UK Ltd, 748 Deal Avenue, Slough, Berkshire, SL1 4RZ.

**WHO CAN CATCH A KAWASAKI?**

# AAARGH!

**MACHINES: AMIGA.**
**► SUPPLIER: MELBOURNE HOUSE.**
**► PRICE: £19.99.**
**► REVIEWER: PAUL BOUGHTON.**

Hey, let's do the monster mash and romp, stomp and chomp our way through the world. Cry *"Aaargh!"* and let slip the fists of fury.

This is, believe it or not, a coin-op conversion of the Arcadia game. But I doubt if too many of you will have seen it. As far as I can judge, the arcade machines are few and far between which is a pity because it's a neat little game.

And Melbourne House's game is just as fun. So it should be considering both the coin-op and the home version use the same Amiga board technology.

Right on with the mayhem. You have a choice of two monsters to play – the ogre, a gigantic brute, 20 feet high, one eye and a huge horn stuck in the middle of his forehead; and the dragon, 18 feet of green scaly fire-breathing nastiness.

The idea of the game is to ultimately collect a golden egg. To get there you must trample, smash, pulverise the buildings on each of the 12 cities, which range from straw huts, wooden forest Indian temples and Chinese pagodas.

Hidden in each of these screens are five eggs. When you get one you have to take it back to your cave. This is a sub-game where you are challenged by the other monster for the egg. If you win, you keep the egg, lose and it's back to more trampling. If you successfully manage to get five eggs to your cave, you can progress further into the game towards the golden egg.

But the monster's don't have things all their own way. Quite understandably, the inhabitants don't take too kindly to being stomped on, eaten and having their homes destroyed. They fight back with what appears to be a huge catapult-type weapon. And there are big flying hornets with a sting in their tail which can prove deadly, even to monsters.

In fact when a monster dies it's quite gruesome. He falls to bits in a welter of blood and dismembered limbs.

The only niggle I had was that control of the monster was not particularly sensitive. Sometimes I was punching when I wanted to stomp.

The screens are rather nice, highly detailed and the music adds considerably to the jollity of the game.

The game is very similar to *Rampage* in its total destruction approach, but no less playable for that.

If you spot the spelling mistake in the game write in and tell us and we'll give an Amiga game as a prize. Aracdia, Mastertronic and Melbourne House employees are banned. But then again, they hever noticed in the first place.



▲ *Chinese torture.*



| | |
|---|---|
| ► GRAPHICS | 8 |
| ► SOUND | 9 |
| ► VALUE | 7 |
| ► PLAYABILITY | 8 |
| ► OVERALL | 8 |

## UPDATE . . .

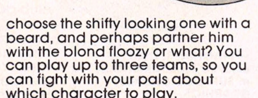
**The only conversions planned for *Aaargh!* at the moment are for the Apple and IBM and they won't be appearing for sometime. As for ST, Amstrad, Spectrum, and Commodore, a Melbourne House spokesmaness said: "You never know."**



▲ *Dragon monster's snack – a giant hamburger.*

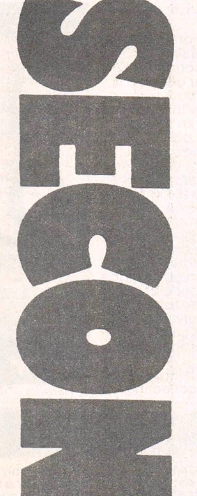


▲ *Dismembered ogre bites the dust.*




► MACHINES: SPECTRUM, COMMODORE 64, AMSTRAD.
► SUPPLIER: TV GAMES (DOMARK).
► PRICE: £7.95 CASSETTE, £10.95 C64 DISK, £12.95 AMSTRAD DISK.
► VERSION TESTED: C64 CASSETTE.
► REVIEWER: MATT BIELBY.

# EVERY







All right, you're down the pub, or you're in the arcade, or you're wherever you reprobates go on a night, and it's getting around that time when there's nothing else for it: you just have to have a game of Triv.

So you wack your ten pees in, gather your mates around, and start to trash that cash. And what d'you get out of it? No adrenalin rush like in *Outrun* that's for sure, just to prove that perhaps you know a bit more useless information than everyone around you.

What basically we have here, guys and gals, is a computerised triv game for the home, and as such is bound to be a massive success not just now but in a year or two's time because: a) trivia has taken over the country since *Trivial Pursuit*, machines in pubs etc, b) Paul Daniels is the Granny's favourite, and they are bound to say around Christmas time "ah, little Johnny's into computer games, I'll buy him one", and then purchase the license they know.

So how does it fare as a trivia game? Well for a start, you can forget Paul Daniels. How many computerised pictures do you get of him? Answer: not a lot.

Not even at the end when you've won the contest. Instead you do get a rough (read: very rough) approximation of a TV studio, populated by just the sort of people you get in these game shows. Considering that they don't have to do very much – just blink occasionally – they could be better animated, though their very gormless stiffness helps capture the true character of the show.

First thing you have to do is chose your players from the vast range of worthies on offer. Should you choose the shifty looking one with a beard, and perhaps partner him with the blond floozy or what? You can play up to three teams, so you can fight with your pals about which character to play.

After this fun, the game begins. You whiz through a number of rounds answering true or false questions, or choosing which of three categories various things fall into.

When you get tired of a certain block of questions, it's quite a faff having to rewind the tape to get to another block, if like me, you've made the mistake of playing the cassette version.

Throughout the game, your correct answers are earning you extra seconds which are of vital importance in the final round when the clock really is against you and, well, "every second counts". How much you like it just depends on how much you like triv, I guess.

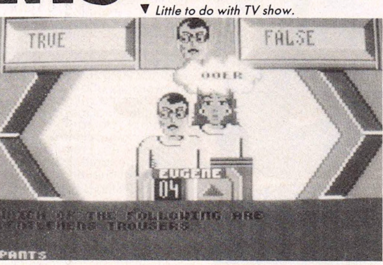
| | |
|---|---|
| ► GRAPHICS | 5 |
| ► SOUND | 4 |
| ► VALUE | 7 |
| ► PLAYABILITY | 7 |
| ► OVERALL | 6 |

## UPDATE

**On the Spectrum version the blinking eyes on the contestants are nowhere near as well animated as on the others, and the *Every Second Counts* clock is far less impressive . . . Nah, just kidding. This ain't a game that relies on graphics a great deal, so you get basically the same package whatever computer you've got. The questions are the same, anyway.**




▼ *Shifty Contestants*




▼ *Little to do with TV show.*

Reviews

# HERCULES

► MACHINES: CBM 64/SPECTRUM/AMSTRAD.
► SUPPLIER: GREMLIN GRAPHICS.
► PRICE: £9.99 CBM 64 £7.99 SPEC.
► VERSIONS TESTED: CBM 64/SPECTRUM.
► REVIEWER: PAUL BOUGHTON.

Ye gods! Let's shake, rattle and roll dem dry bones and make it a slay day. Gremlin tries its luck with *Hercules – Slayer of the Damned* at a *Barbarian-ish* clone.

But *Hercules* is a hit and myth affair which lacks the glamour, sound effects, graphical superiority and brilliant playability of *Barbarian*.

However it's not a bad little bash, thrash, drub and club game.

Here's the bare bones of the plot. Hercules, son of Zeus, has to complete 12 tasks. Yes, you guessed it, the twelve Labours of Hercules. Now this is not as complicated as it seems.

Playing the part of Hercules, armed with a club as well as a fists and feet, you battle away at sabre waving skeletons. Above and below the action are symbols representing the labours. Every so often a small puff of smoke appears on the screen and, if you manage to hit it with your club, you gain one of the labours. Collect all twelve and you move into the ultimate confrontation battle with the minotaur.

But several things stand in the way of collecting the labou… skeleton… very diffic… them. The… away at… smoke w… effect. Ar… manage… this spide… down an… back.

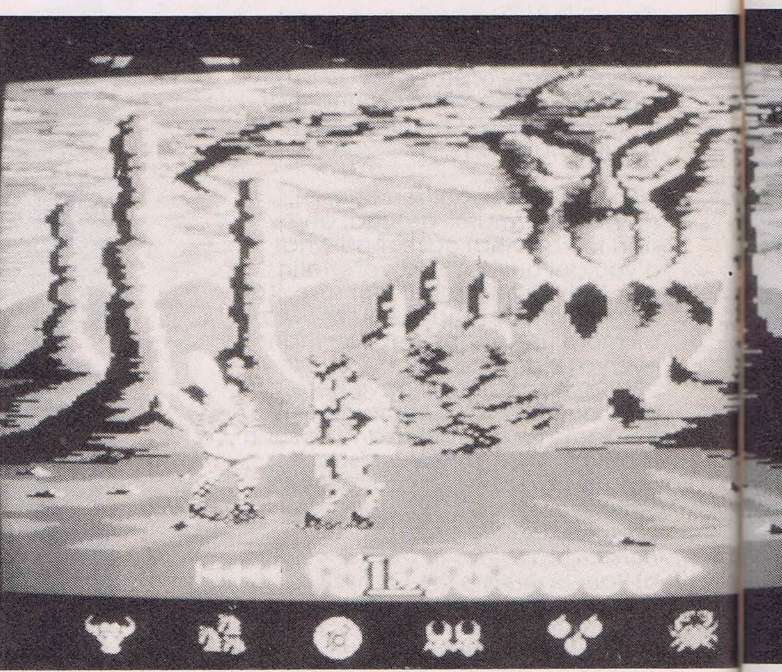
The figh… fairly fast… fairly limi… given sill… Mountain… Gift and…

The mo… appears… Shaker w… to knock… head.

The sou… making t… all the im… ping por…

Persona… make it to… confronta… Minotaur… can see… battle so… in store. W… decide it… is up to yo…

The trou… combat g… that the s…



▲ *Hercules – the beast must die.*

# OOPS!

► MACHINES: C64, SPECTRUM, ST, AMIGA, PC.
► SUPPLIER: THE BIG APPLE.
► PRICE: SPEC £7.95, C64 £9.95, ST, AMIGA, PC £19.95.
► VERSION TESTED: C64 DISK.
► REVIEWER: MATT BIELBY.

*OOPS!* is the first release from new boys Big Apple – don't there seem to be a whole crowd of publishing houses opening up about now? – and I'm pleased to be able to report that it's a goodie.

The only problem with *OOPS!*, if anything, is that it is too hard. The odds really are quite badly stacked against you, which is a strength in a good game since it remains a challenge no matter how much you like to play it, but a real turn off if it has little else to offer. *OOPS!* grabs you from the word go, and even if it lacks the cute animated characters that made *Bubble Bobble* or *Pacman* or other chasing-round-a-maze games so appealing, it retains exactly the same sort of strategical challenge.

Basically this is your finding your way safely around a grid problem. Apparently you are meant to be a droid chasing around something or other looking for vital gravity pods, of which you have to collect eight before you can move onto the next screen.

In reality you look a bit more like one wibbly shape rushing around after a second wibbly shape, but I guess you have to have a bit of imagination for these things. In the space between the blocks that you walk along, a rather lovely and very confusing riot of colour and shapes swirls around, making it very difficult to concentrate on just where you are. In addition, an orange ball bounces around the screen like a refugee from *Breakout*, and if you continue in the same direction for any length of time two bolts that hover at the sides of the screen whiz out to zap you.

Sounds bad enough, doesn't it, but I've neglected to mention the squares that crack when you travel over them, ready to drop you in the drink, and the booby trapped blocks that "push" you in a certain direction when you pass over them, sometimes landing you exactly where you don't want to be.

The thing about *OOPS!* is that it is fiendishly difficult, but also, happily, fiendishly addictive. For a start you are only given a mere handful of lives which means that for the first few days playing you are very unlikely to eat far into the 32 screens at all. With the deliberately confusing background making your eyes go funny – you'd feel a bit shakey after a long session at this I can tell you! – keeping a track on your little moving shape is a problem, especially when you are at the same time trying to work out the safest route to grabbing a gravity pod.

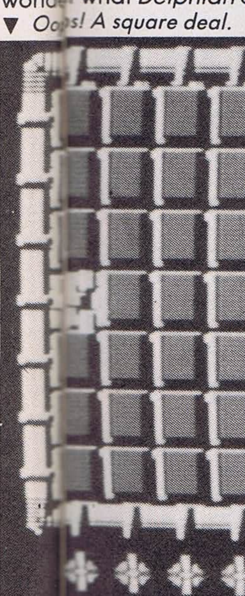
There are plenty of screens where things are laid out there is only one route you can take, and that is often confused by having a disappearing block that takes good timing to pass over, transporters that frustratingly push you back to where you came from, and a whole passle of other nasties. Screen Four, for example, is bloody hard in this way.

I've spent a fair amount of this review simply describing what happens in the game, which is necessary I think because there is such a lot to get a grip on. Basically though, once you play the thing it all becomes abundantly clear, and in purely abstract terms is one of the best strategy/maze games I've seen. I think it could have done with some cute character to bring it all to life, and perhaps have had c… option where you get rat… more lives than are given… after all, it is quite easy to… spend one life for every g… pod collected on the tou… screens, and when you h… eight to collect before yo… move on a level, you don… up getting very far.

Still, an excellent first g… which both looks good a… plays well, as well as bei… very addictive indeed. I… wonder what *Delphian* a…

| | |
|---|---|
| ► GRAPHICS | 8 |
| ► SOUND | 7 |
| ► VALUE | 8 |
| ► PLAYABILITY | 7 |
| ► OVERALL | 8 |

▼ *Oops! A square deal.*



the labours besides the skeleton fighters. I found it very difficult to collect them. There I was thrashing away at the little puffs of smoke with little or no effect. And then when I did manage to collect a few this spider keeps popping down and whipping them back.

The fight action itself is fairly fast and the moves fairly limited. Some are given silly names such as Mountain Shaker, Titan's Gift and Pluto's messenger.

The most deadly appears to be Mountain Shaker which allows you to knock off the skeleton's head.

The sound is awful, making the blows have the all the impact power of a ping pong ball on water.

Personally, I never did make it to the final confrontation with the Minotaur. However you can see a demo of the battle so you know what's in store. Whether you decide it's worth going for is up to you.

The trouble with these combat games nowdays is that the standards are now very high.

Just think of *The Way of the Exploding Fist*, *International Karate* and *Barbarian*. Things just keep getting better. And if you can't top those for quality, then price has to be a big factor. *Hercules* doesn't have any real new dimension to it in the quality stakes and it isn't cheap enough to make it a real star buy.

Still, beat 'em ups are always popular, and Herky-boy is such a great character that he sort of deserves a good game based around him, even if this ain't it.

It will be interesting to see how it does in the charts.

| | |
|---|---|
| ▶ GRAPHICS | 7 |
| ▶ SOUND | 6 |
| ▶ VALUE | 7 |
| ▶ PLAYABILITY | 7 |
| ▶ OVERALL | 7 |

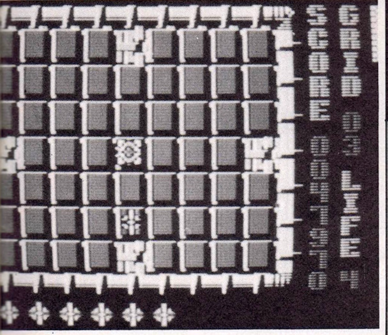
## UPDATE . . .

**Conversions of Hercules are coming for the Atari ST (£19.99), Amstrad (£9.99) and MSX (£7.99).**

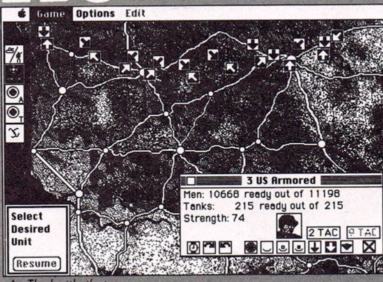
...rhaps have have had an ...where you get rather ...ves than are given: ...l, it is quite easy to ...one life for every gravity ...llected on the tougher ...s, and when you have ...o collect before you ...n a level, you don't end ...ing very far. ...an excellent first game ...both looks good and ...ell, as well as being ...ddictive indeed. I ...r what *Delphian* and *...s! A square deal.* *Neutron*, their next two releases, will be like?

## UPDATE . . .

**Being a very simple looking game laced with hidden surprises, *OOPS!* will work well on any format. We've seen the C64, and very good it looks too, but it is only in terms of graphics that the Spectrum, for example, will lose out. In terms of gameplay it will remain as good.**




# PATTON VS ROMMEL




▲ *The battle that never was.*

**▶ MACHINES: CBM 64/128, APPLE MACINTOSH, IBM, TANDY.**
**▶ SUPPLIER: ELECTRONIC ARTS.**
**▶ PRICE: (£14.95) DISK.**
**▶ VERSION TESTED: CBM 64.**
**▶ REVIEWER: STEVE.**

*Patton vs Rommel* is a curious name for what turns out to be a curious game, neither quite one thing nor another. The two flashiest, if not the best, generals on the German and American sides in World War Two never actually fought each other in Europe.

This game supposes that Patton had commanded during that great offensive, and that Rommel had led the defence to stop him.

The limitations of the program have produced a battle that never happened, and the names Rommel and Patton have been added as a selling point.

Despite this, the game mechanism is a good one, a simple icon-drive allowing the player to select the tactics of each division over the next twenty four hours. The player can take either side, but as all the Germans can do is defend playing with them gets dull rather quickly. The computer as an opponent defends well, but its main problem is a lack of morale factors about the level of a division. While the rest of its army is in full retreat a single unit is quite likely to suddenly attack by itself. At the end of each move a picture (badly drawn on the CBM 64) of Patton or Rommel appears and tells you what you are doing wrong. Some of this advice is actually pretty unhelpful and best ignored. The way to win is to spread your forces out and grab as many small villages as soon as you can – which in the real battle would have been suicidal.

All this produces a good enough game, but like the idea of *Patton vs Rommel* it is a bit of a fantasy.

| | |
|---|---|
| ▶ GRAPHICS | 9 |
| ▶ REALISM | 6 |
| ▶ VALUE | 7 |
| ▶ PLAYABILITY | 6 |

## UPDATE . . .

***Patton vs Rommel* is not going to be available on any other of the popular British games machines, and judging from Steve's review, it doesn't look as if it will be badly missed.**


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Eight more deadly opponents to combat as you advance to become a black-belt master. Authentic fighting moves with 4 different locations.
Our hero has finally mastered the secret martial art "CHIN'S SHAO-LIN" but is trapped by triad gangs. With kicks and other secret powers, escape from and travel SHAO-LIN'S road to freedom!
The planet Nemesis, is now under an all-out space attack beings from the sub-space star cluster of Bacterion. You will need all your courage and concentration to win. Get ready to blast off!
Continuing the challenge where 'TRACK and FIELD' left off. Archery, Skeet Shooting and Weight Lifting are just some of the featured events to test your skill and stamina.
You can almost feel the tension of the big match breaking through the screen . . . the expectant crowd is almost on top of you! You return the service with a Top-spin Backhand, then a Forehand Back-spin, the ball bounces high from your opponent's looping, defensive lob . . . SMASH! . . . a great shot opens the score . . .
Get into this and you'll never get out . . . The plan – codename JACKAL – is to drop a squad of 4 crack troops behind enemy lines. Rescue a group of prisoners and whilst under attack, deliver them to helipads. Their final objective is to knockout enemy headquarters. Simple eh?
Become a grand-master but to achieve this you must defeat a variety of deadly opponents, armed with different skills and weapons and must be overcome with a combination of 6 different attack moves.
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# BEYOND THE ICE PALACE

Reviews

► MACHINES: SPECTRUM/ AMSTRAD/CBM 64/ATARI ST.
► SUPPLIERS: ELITE.
► PRICE: £7.99 (SPECTRUM/£9.99/ £14.99 (AMSTRAD CASS AND DISK).
► VERSIONS TESTED: SPECTRUM/AMSTRAD.
► REVIEWER: PAUL BOUGHTON.

Take a healthy helping of *Ghost 'n' Goblins*, add the essence of *Rastan Saga* and *Thundercats*, stir vigorously, add a dollop of programming talent and simmer for a few months before serving frozen. The result – *Beyond the Ice Palace*.

Is this a royal dish to set before the public? Is it mouth-wateringly tempting, juice-loosing and saliva-stimulating? Will it leave you asking: "More, please."

Well, first impressions are that this is a tough old dish, fiendishly tough on the Amstrad, less so on the Spectrum.

And Elite have catered for this by giving you nine lives.

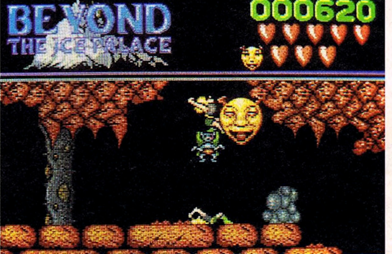
The plot is pure clap-trap, all about goblins and ghosts, and evil creatures. The evil forces have been burning down the forests, destroying homes and generally making life very miserable for all concerned.

A single person has been chosen to put everything back in order, banish evil and make sure everything is hunky-dory.

So it's off to explore the *Rastan Sagaish* screens, slay the *Ghost 'n' Goblins* type creatures. And you control the heroine or hero – I think it's heroine but you never can be really sure these days – with the long, flowing blonde hair, cut in the very best *Thundercats* style.



▲ *Standby for an axe attack.*



▲ *Wipe Out! Spirit of the Wood to the rescue.*



▲ *Grab the gem but watch out below.*

There are weapons to choose from all the route, stones and gems to collect. If things are getting tough you can twice summon the Spirit of the Woods to wipe out the screen baddies.

The weapons you can pick from are knives, sword and something which appears not to have a name but is very effective.

You start off by leaping down a hole, facing left. And here's where your problems start. When you hit the bottom you're attacked from the right. It's very difficult to turn round in time to fend them off. So it's one life gone very quickly.

And from then it's hard slog. The creatures come at you thick and fast, flying bat – like things, axe-throwing zombies and other nasties that materialise from nowhere to wreak havoc.

One of the problems in coping with the onslaught is that when moving right you're almost at the edge of the screen. Creatures appear singly or in clusters so suddenly that it's hard to cope.

| | AMS | SP |
|---|---|---|
| ► GRAPHICS | 8 | 7 |
| ► SOUND | 7 | 7 |
| ► VALUE | 7 | 8 |
| ► PLAYABILITY | 7 | 8 |

## UPDATE . . .

**The Amstrad and Spectrum *Beyond the Ice Palace* should be on sale now. The Atari ST version has been completed but, at the time of writing, we haven't seen it yet.**

**Work on the Commodore version is nearing completion.**

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All mail order enquiries to: Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS.

► MACHINES: SPECTRUM/AMSTRAD/CBM 64.
► SUPPLIER: INCENTIVE.
► PRICE: £9.95.
► VERSION TESTED: AMSTRAD/SPECTRUM/CBM 64.
► REVIEWER: CHRIS JENKINS.



▲ *Inside one of the buildings.*

# DARKSIDE

Imagine an entire world in solid 3-D, through which you can wander freely. Imagine a terrifying threat, an implacable enemy, and a challenging mission. Imagine a series of baffling puzzles, and the heart-stopping excitement of trying to solve them under enemy attack. Imagine no more . . . *Dark Side is here.*

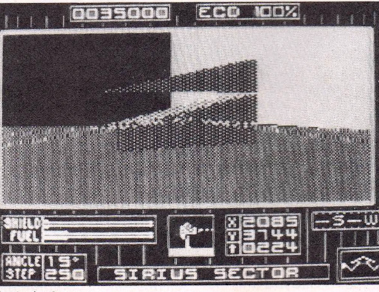
If you saw Incentive's first Freescape 3-D game, *Driller,* you'll know how the Major Developments team has brought solid graphics to a new high point. You can move around and into buildings and structures, view them from any angle, even take off and see them from above.

In *Dark Side,* the system is refined to an even greater degree, and the gameplay is pushed to amazing heights. It's the same old story; malevolent alien race (the Ketars) build giant weapon (Zephyr One) and threaten the home planet of the peace-loving goodies (the Evaths). Only one man can invade the moon of Tricuspid, knock out the Ketar weapon and save Evath. It's you, muggins.

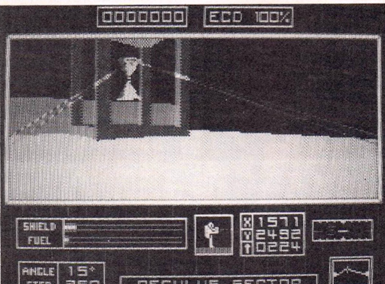
The surface of Tricuspid is dotted with Ketar structures. Some serve no function, some can help you and some will attack you. Learning to recognise which is which becomes pretty crucial.

As you move through the 3-D landscape, your first aim is to locate ECDs – Energy Collection Devices. These solar energy units are feeding power into the Zephyr One weapon. Unless you disable them and slow down the charging rate, the weapon will fire and toast your home.

Many of the ECDs are hidden inside buildings, which you can only enter by locating doorways and shooting out the doors. This all takes energy, and of course you will snuff it if your power rating falls to zero. There are also more immediate ways of meeting a sticky end; Plexor defence tanks patrol the moon, and will open fire as soon as you are within range. Go into weapons mode, aim for the head and blow them away before they get you.



▲ *In the Sirius sector.*



▲ *Blast away.*

To knock out all the ECDs before the Zephyr One fires, you need to learn to use the map supplied, the location co-ordinates displayed on your instrument panel, and the teleporter pads, to cover the huge game area.

Your final weapon is your jet pack. Supplied with a limited amount of fuel, it allows you to soar over the landscape, spotting ECDs and taking out Plexors as you go. Energy convertor pods allow you to transfer fuel to your shild, and there are control keys to alter your orientation and make U-turns. You can also save a game part-way through.

If it isn't already clear from this really inadequate review, *Dark Side* is absolutely stunning.

The colourful interior scenes on the Amstrad and 64 versions, together with the impressive designs of the Ketar installations, make it a pleasure just to wander through the may zones of the moon. But in addition, the gameplay is absolutely absorbing.

Miss out on *Dark Side* and you might as well throw your micro out of the window.

| | |
|---|---|
| ► GRAPHICS | 9 |
| ► SOUND | 7 |
| ► PLAYABILITY | 10 |
| ► VALUE | 10 |

# BLOOD BROTHERS

**► MACHINES: SPECTRUM/AMSTRAD/CBM 64.**
**► PRICE: £7.99 (SPECTRUM)/£9.99 (AMSTRAD).**
**► SUPPLIER: GREMLIN GRAPHICS.**
**► VERSIONS TESTED: SPECTRUM/AMSTRAD.**
**► REVIEWER: PAUL BOUGHTON.**

Tut, tut, tut. In these super-health conscious days, Gremlin Graphics certainly hasn't been reading its inter-galactic government health warnings. *Blood Brothers!* Gasp!

It's not that many weeks ago that one of the television companies was slammed for showing an old film which included two chums becoming blood brothers. Shameful! Bad Example! Irresponsible, cried the critics.

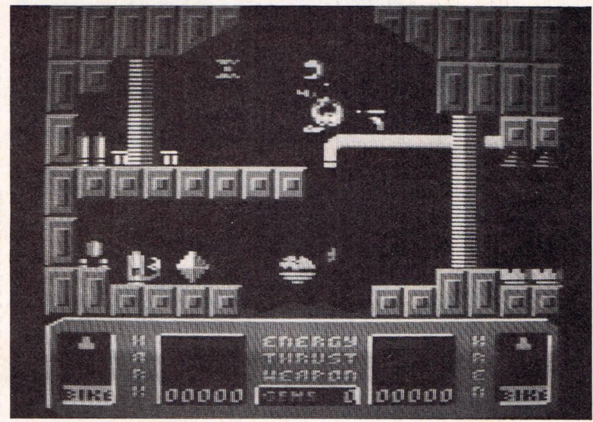
So it comes as some surprise to find our heroes "draw blood from their wrists and press them together, mixing the blood, and combining their companionship."

Now even with added health dangers, it's not a great idea to go around cutting your wrists. It's liable to hurt and be very, very messy.

And just why two brothers – who after all are blood brothers to begin with – should want to indulge in this dangerous and totally ridiculous ritual, is never explained.

Here endeth the health warning. Back to the game.

This is a space tale of slaughter and revenge, the ingredients of a thousand Westerns. Brothers Hark and Kren – aren't they two of the bods from *A-ha* – have been zooming around testing out their new Skywalk jet bikes. They return home to their village on the planet Sylonia and find the place in ruins, the homes destroyed and their families slaughtered.




▲ *Oh Brother! Out for revenge.*

The thugs responsible for this heinous crime are a band of crazed space convicts known as the Scorpions, who roam the galaxy preying on the innocent, plundering, looting and stashing the swag in an underground city of tunnels and mines on Sylonia.

Understandably Hark and Kren are a little miffed at finding their home and loved ones are no more. So addled by this tragedy are their brains that they indulge in the blood brothers ritual and swear revenge on the Scorpions.

Now Hark and Kren are, apart for a prediliction for self-mutilation, completely non-violent. However, in their attempts to pass exams the brothers have built a range of sophisticated weapons. These fearsome hardware built as part of their A-level A-level Holocaust and Annihilation, are strapped to their sky bikes and the brothers set off for revenge.

The game opens with the bros at the mine entrance. Two people can play, one using the joystick, the other keyboard. You can choose to drop into the mine, start exploring, collecting gems, extra fuel etc and blasting the aliens. On the jet bike – much more fun, I found – you fly towards a mine entrance, avoiding blocks, blasting away others. It's a sort of maze and dodge 'em.

But basically, the game is much-of-a-muchness, playable but not addictive, entertaining but not memorable.

| | SPEC | AM |
|---|---|---|
| ► GRAPHICS | 7 | 8 |
| ► SOUND | 5 | 6 |
| ► VALUE | 7 | 7 |
| ► PLAYABILITY | 7 | 7 |
| ► OVERALL | 7 | 7 |

## UPDATE . . .

**The Commodore 64 version of BB is out now. No news of any 16-bit conversions.**




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Screenshots – ATARI ST



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Reviews

# GREAT GIAN

▲ *Super Mario Brothers Clone.*

► MACHINES: AMIGA/C64/ST.
► SUPPLIER: RAINBOW ARTS/US GOLD.
► PRICES: AMIGA £24.99/C64 CASS £9.99, DISK £11.99/ST £19.99.
► VERSION TESTED: AMIGA.
► REVIEWER: MATT BIELBY.

Oh dearie, dearie me. It hardly seems worth writing a review of this little beauty. We all know what it's a rip-off of, we all know what a work of genius the original game is, the only pertinent question would seem to be "Is it a good copy or not? The answer is, I'm pleased to say, a very decisive yes.

There you go, end of review.

Oh, what more? Well OK then, as you asked so nicely. What we are talking about here, guys and gals, is the definitive ladders and ramp game. There can be few of us who haven't played *Super Mario Brothers* to death in the arcades or on Nintendo consoles, but up until now it has never been available for any home computers. The fact is that hasn't changed one jot, Nintendo is still guarding its license jealously. However, *Gianni Sisters* is now available, and that's the next best thing.

Basically *Gianni Sisters* is

# VIXEN

► MACHINES: SPECTRUM/ATARI ST/CBM 64/AMSTRAD.
► SUPPLIER: MARTECH.
► PRICE: £?.??.
► VERSIONS TESTED: SPECTRUM/ATARI ST.
► REVIEWER: PAUL BOUGHTON.

Okay, so my mate Matt Bielby gets to meet *Vixen* star Corrine Russell in the flesh and I get to play the game. Life can be very cruel. Still I'm used to getting the rough end of the pineapple.

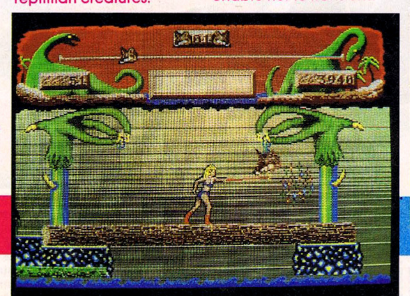
I suspected the game would turn out to be a naff offering with a tiger-skin clad cleavage on the cassette cover as its main selling point. Actually it isn't bad.

The animation of the main figure is really very good, slickly smooth with a wiggle in her walk. The ST animation is especially good. When Vixen runs watch out for the way her hair bounces. I wonder what shampoo she uses?

The game play, however, is a little suspect, lacking variation.

The setting is the planet Granath, populated by hordes of rampaging reptillian creatures.

Stalking through this world, armed only with a whip is the striking figure of Vixen. Abandoned as a child and raised by foxes, Vixen has somehow gained magical powers which, under certain circumstances, enable her to transform



▲ *Foxy lady whips up a storm.*



▲ *Vixen – flash with the lash.*

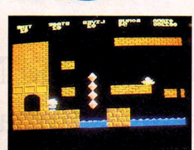
# NI SISTERS







▲ *Definitive ramp and ladders game.*



▲ *Superb play.*

as straight a rip-off as they come, and as likely a candidate for a court case as any of the many rip-offs that litter our industry. However, for all that, it is a bloody good game, and it is the rare games player who would stand on principle enough to ignore it, considering the temptation we must all feel to have it in our collections.

It's certainly good news for us all here at C+VG, since Mario remains the most played game in the office despite the length of time since it came out, and we can now have a version of it up and running on two different computers.

Probably the most obvious and important difference to playing Gianni over the original is that instead of the Nintendo paddle, you now control your little bouncing sprite with a joystick. This takes slightly different skills, but it's nothing much and after the initial shock of the new has worn off it makes no real difference.

Instead of playing a stumpy little ice cream man type who grows to twice the size on contact with the "magic" mushrooms that litter the various worlds he must fight through in order to rescue some princess, you now control a cutsie little girl in pig tails and bobby socks. This time around contact with hidden fireballs, electric shocks, fruit etc. give extra powers, time etc. including her becoming a much more acceptable hard punk type woman who thankfully takes the rather painful cute element down a level or two. Your task is to rescue your twin sister from some sort of trouble

That's it really, a bloody good game, and if it didn't get Game of the Month, it's only because we were loath to give it to such an obvious filch.

| | |
|---|---|
| ► GRAPHICS | 9 |
| ► SOUND | 8 |
| ► VALUE | 8 |
| ► PLAYABILITY | 9 |
| ► OVERALL | 9 |

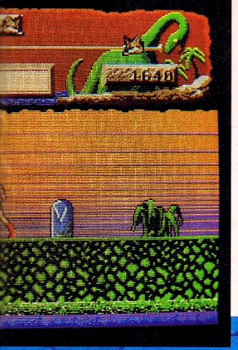
## UPDATE . . .

**Gameplay on both the C64 and the Atari ST versions of Gianni are identical to that on the Amiga: in other words you get a pretty ace game whichever machine you've got.**

**The ST version is marred by flip screen rather than horizontal scrolling.**

into a fox.

Each level of the game must be completed within the set time limit. On the way Vixen must collect gems, extra time, lives, mystery bonuses and battle against the





▲ *Vixen does the fox trot.*

monsters, lashing them with her whip.

She also has to accumulate Fox Time which allows her to transform unto a fox and try out the undergroung levels.

Because all the gems, bonuses etc. are on the floor, and also that the monsters are fairly small, most of the first levels are played with Vixen in a crouching position. This I found a little tiresome.

Apart from the increasing difficulty of the levels, there doesn't seem to be much more to Vixen above ground.

The underground fox levels are really just for bonus points against the clock, no real brushes with death.

Good graphics, nice sound, but a little mundane in the playability stakes – that's *Vixen*.

| | ST | SP |
|---|---|---|
| ► GRAPHICS | 8 | 9 |
| ► SOUND | 6 | 8 |
| ► VALUE | 7 | 7 |
| ► PLAYABILITY | 7 | 7 |
| ► OVERALL | 7 | 8 |

## UPDATE . . .

**By the time you read this *Vixen* should be doing a fox trot across all the major home computers.**

# INTERCEPTOR

► **MACHINE: AMIGA.**
► **SUPPLIER: ELECTRONIC ART.**
► **PRICE: £24.95.**
► **VERSION TESTED: AMIGA.**
► **REVIEWER: DAVID BISHOP.**

Amiga flight sim' freaks have certainly been having a field day lately. First there was Sub Logic's *Jet* and now Electronic Arts' has entered the fray with *Interceptor*, an F/18 Hornet and F-16 Falcon combat simulator set in and around the San Francisco bay area of the States.

Before you can attempt one of the many varied missions in *Interceptor*, you must first prove your aerial prowess by successfully completing as simple qualification flight.

All you have to do is take off from the deck of your aircraft carrier (the USS Enterprise), fly around the bay for a bit and then land safely back on the carrier again – not an easy task. During your flight, you may get harassed by enemy 'bogeys' and these must be dealth with as you see fit; shooting them out of the skies with a well aimed Sidewinder is particularly satisfying!

Missions come in all shapes and sizes. From simply locating and identifying an aircraft which is 'out there somewhere', to the interception of a couple of stolen aircraft and the annihilaton of their enemy escorts.

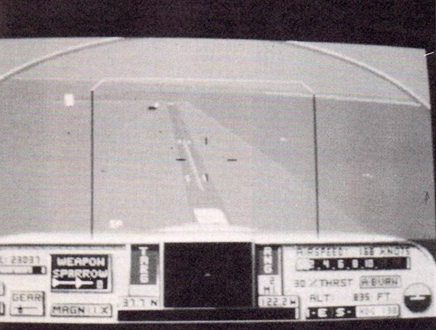
Sometimes you'll be asked to fly search and rescue missions which involve the location of a friendly pilot, shot down somewhere in the bay. Not only must you deploy a rescue pod within range of the unfortunate pilot, but you will also have to deal with a number of enemy pilots loitering menacingly around the rescue area.

The most taxing mission of all involves the protection of Airforce One which is on its way to San Francisco Airport. Hostile aircrat have been detected in the area and its your job to intercept and eliminate the agressor planes, enabling the president's jet to land safely.

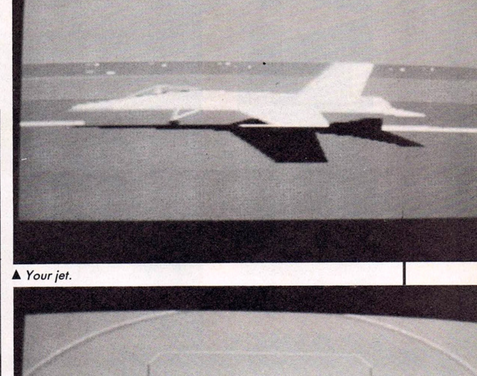
*Interceptor* is packed with all the features one has come to expect from a top class combat and flight sim: spotter plane and tower views with zoom controls, multiple head up displays, various defensive and offensive weapon systems, target selection and identification computers and much, much, more.

A well laid out manual and a number of training missions and manoevre tutorials provide easy access to this comprehensive package. The graphics and sounds are superb; smoother and more detailed than either *Jet* or *Flight Simulator II*.

*Interceptor* is destined to become a benchmark against which future products of the type will be judged. If you like this kind of game and you own an Amiga then buy it at your first opportunity.



▲ *Runway rendezvous.*



▲ *Your jet.*

▲ *The ultimate flight-sim at the moment.*

| | |
|---|---|
| ► GRAPHICS | 8 |
| ► SOUND | 8 |
| ► VALUE | 8 |
| ► PLAYABILITY | 8 |
| ► OVERALL | 8 |

## UPDATE . . .

**Now here is the bad news. Electronic Arts in their wisdom have absolutely no plans to convert *Interceptor* to any other format. And even if they do change their minds other formats wouldn't be available for a long, long, long time.**

**So non-Amiga owners have two choices. You can either buy an Amiga or learn to live with the fact that you won't get your hands on the best flight sim around.**



Reviews

# RACE AGAINST TIME




▲ *Conquer the world.*



▲ *New York – heading to the airport.*



▲ *Carrying a torch for Paris.*

**► MACHINES: SPECTRUM/ AMSTRAD.**
**► SUPPLIERS: CODEMASTERS.**
**► PRICE: £4.99.**
**► VERSION TESTED: SPECTRUM/ AMSTRAD.**
**► REVIEWER: PAUL BOUGHTON.**

How are you really expected to criticise a game which it is hoped will raise loadsamoney for Sport Aid 88, the charity fighting hunger, poverty and disease among children worldwide? To say anything against it would be churlish to say the least. Even if this game's bad, it's good. Right?

And, in fact, what we have here is a quite decent arcade adventure for a fair price.

However, most of the praise for this game comes from Codemaster themselves. Just get a load of the blurb.

"Another great game by the Oliver Twins." Well, it's another game by the Oliver Twins. But great?

"An excellent example of how compulsive and addicitive a game can really be!!!" That depends on what other games you've ever played.

"Absolutely brilliant – this is one of the best computer games ever written." Now steady on! That really is going too far.

In *Race Against Time* you play the part of Sudanese runner Omar Khalifa. He's the athlete who back in 1986 lit a torch from the campfire in an African village and ran with it through Europe and the United States to launch Sports Aid.

Nicely programmed and playable, *Race Against Time* has to be a recommended buy. It even has Peter Gabriel's *Games Without Frontiers* as a soundtrack.

| | AMS | SP |
|---|---|---|
| ► GRAPHICS | 8 | 7 |
| ► SOUND | 8 | 6 |
| ► VALUE | 8 | 8 |
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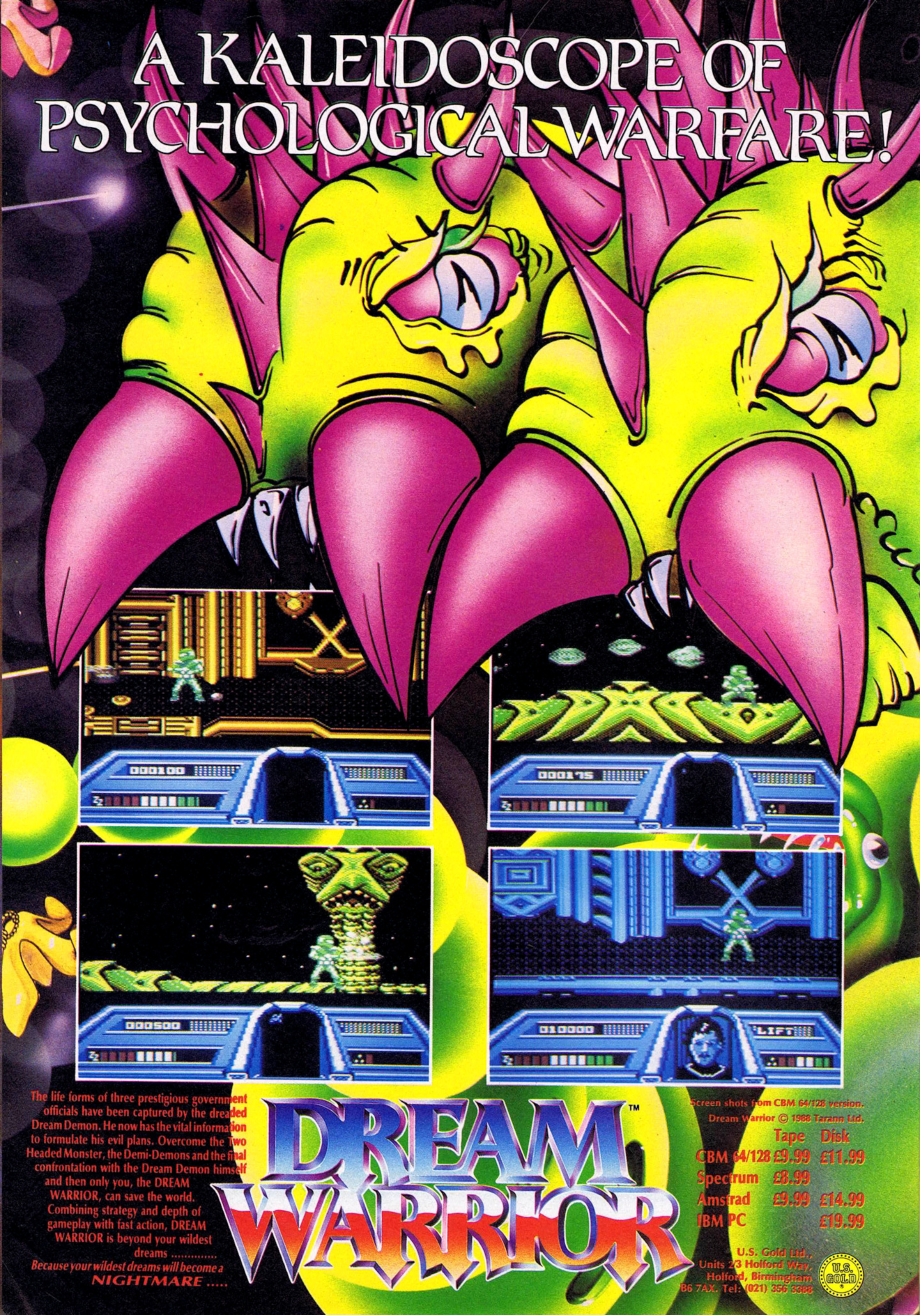
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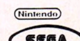
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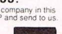
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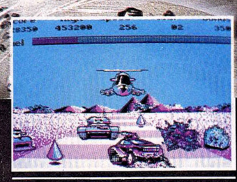
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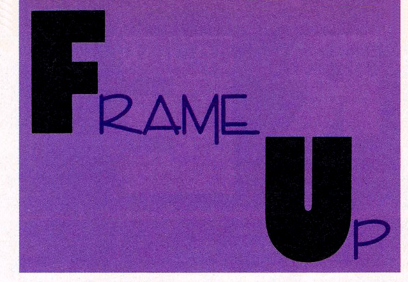


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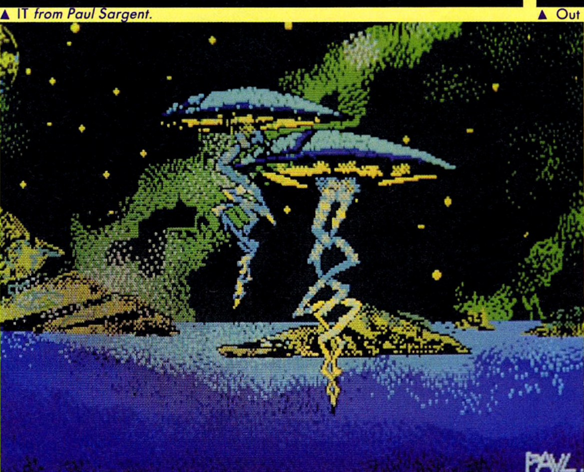
Those who feature this month are Stuart Shackleton, of Bradford, who produced *Karnov* and *Frightmare* on the Amstrad; Paul Sargent, of Canvey Island, Essex, came with a version of Stephen King's *It* book jacket and the Roger Dean inspired *Vertigo* on the Atari ST. *Trooper* and *Psychic* on the ST were drawn by Laurent Stern, 15, from France. Barry Pringle, of Wembley, shows us what he thinks *Outrun* should like on the Amiga and his version of *Rampage.* And thanks to Rob Matthews, from Teddington, Middlesex, for *Freddy, Madonna, Pinocchio* and *Rupert Bear.* Finally the Amstrad *Mel and Kim* is from Anthony Wilson, who lives somewhere on Planet Earth.




▲ IT *from Paul Sargent.*




▲ Out Run *from Barry Pringle.*




▲ *Paul's* Vertico.




▲Freddy *by Rob Matthews.*

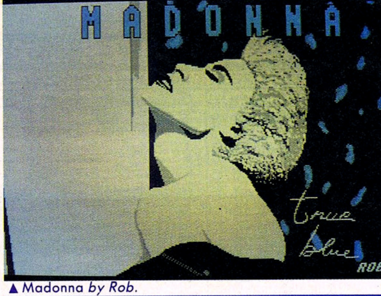


▲Mel and Kim by Anthony Wilson.





▲ Stuart's Frightmare.



▲ Madonna by Rob.






▲ Barry's Rampage.

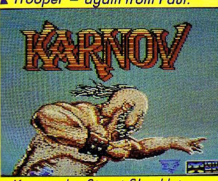


▲ Pinocchio by Rob.

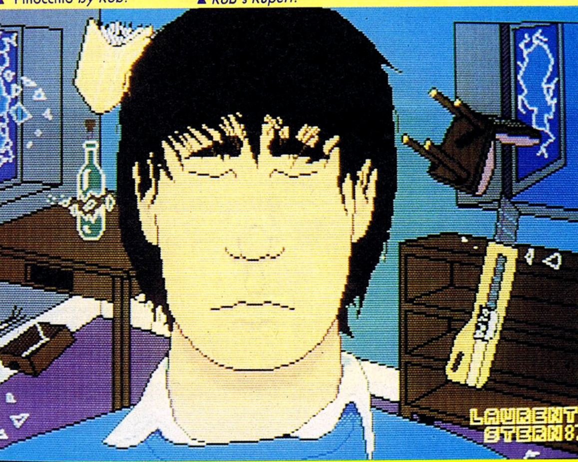

▲ Rob's Rupert.



▲ Trooper – again from Paul.



▲ Karnov by Stuart Shackleton.



▲ Another from Laurent.



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**Death by misadventure or murder most foul? Celluloid coroner *Ward R Street* passes judgement on this month's movies and discovers a few stiffs . . .**

Question: what do you call a dirty, smelly tramp with a knife, who's found near the body of a woman, and who won't talk to the police? Answer: 'Murderer!' That is unless you're a crusading attorney like Kathleen Riley (Cher), who believes that a **Suspect**(15) is innocent until proven guilty.

That doesn't count for much if he's a penniless bum in Washington, though. It's one law for the Whitehouse and another for the homeless. Luckily, the workaholic lawyer cares and sets out to prove her client's innocence, starting with the minor detail that he's a deaf and dumb – hence his non-cooperation!

Meanwhile smoothie, self-seeking political lobbyist Eddie Sanger (Dennis Quaid) is summoned for jury service and lumbered with this case.

What everyone else has overlooked – but what has Eddie exclaiming 'Elementary!', just like Sherlock Holmes – suggests that the tramp is innocent after all. But jury members aren't supposed to talk to the attorneys, let alone turn into private detectives and do their jobs for them!

**Suspect** isn't the most convincing thriller you'll ever see, but it's directed with considerable verve by Englishmen Peter Yates, who draws a rich contrast between the corridors of power and the holes in the ground that are home to the destitutes.

There's more murder in **Throw Momma From The Train** (15) but it's not a whodunit. It's actually a how-will-they-do-it – the 'it' being the disposal of Momma, a senile, housebound monster who makes her son Owen's life a misery.

Larry also has problems. His ex-wife walked off with the plot of his latest book and became an overnight success, leaving him with a terminal case of writer's block. And aggravating it all is Owen, who attends his creative writing evening classes and submits murder mysteries with only two characters.

In desperation, Larry sends Owen to see Hitchcock's *Stranger's on a Train,* the tale of two men who both have people they want dead, so decide to swap murders. But Owen takes it personally and thinks that Larry is suggesting a similar exchange – and before you can say 'assassin' he's killing Larry's wife.

Now Owen insists that Larry fulfils his part of a bargain that he never made. Will he kill Momma? Can Momma be killed? She not only looks like the Hulk – she shares his temper ad she's just about as indestructible!

While **Throw Momma** doesn't quite live up to its tasteless premise, it is still a lot funnier than most Hollywood comedies. Danny DeVito *(Romancing the Stone)* directs and stars as Owen with Billy Crystal *(Running Scared)* providing excellent support. And don't overlook Anne Ramsay as Momma, the best argument for euthanasia I've seen!

With all these deaths occurring it's inevitable that eventually a **Cop** (18) would show up. He's James Woods, the craggy actor from last year's **Best Seller,** where he was on the other side of the law, playing a self-publicising hit-man.

Not that he's much better with a badge. He throws away the rule book immediately he leaves the station. His vigilante zeal makes *Dirty Harry* look like a liberal as he tracks down a serial killer who does messy things to call-girls – and in this slice of life from the seedy side, we're not spared a thing.

Inevitably for such an unorthodox law-man, he runs into trouble with his superiors, not to say his wife who reckons that telling True Detective bedtime stories to their daughter is taking obsesson a bit too far. But pretty soon he's probing a hooker in a manner he was definitely not taught as part of routine interrogation.

Normally I like James Woods' performances, and there's no denying that this is another powerful part. But the unrelenting seediness of the film proved a little too much.

There's only one film that can follow it and that's **Prison** (18). What next, I ask? Parole? For the inmates of this particular institution, the only way out is in a box – and that goes for guards as well as their changes.

This is yet another roller-coaster ride from



▲ *Momma: You must be choking!*



▲ *Suspect: Cher lays down the law.*



▲ *Prison: Jailhouse Shock.*



▲ *Cop: Lighter moment among the seediness.*

*continued* ▶




Empire Pictures, the company behind *Critters* and *Re-animator,* who can usually be depended on to deliver the exploitation goods. This time they do it in double quantities by combining the tough jailhouse movie with supernatural nastiness.

Years after the state prison was closed, it's due to be re-opened on account of overcrowding elsewhere. The warden is none-other that the guard who ripped a cross from the neck of the last man to be executed there – just before he went to the chair. No prizes for guessing which spirit is responsible when one escapee has a metal pole driven through his head and a guard is trussed up with barbed wire, then!

**Prison** is yucky enough to satisfy the most ravenous gore-hounds but witty enough to escape the gratuitousness of **Cop.** Spend a spell in the penitentiary.

Having a kid is another kind of life sentence, as the parents in **Maybe Baby** (15) discover . . . but only hardened Molly Ringwald fans need subject themselves to the traumas of teenage parenthood. This is the best argument I've seen for contraception – is should never have been conceived!

Darcy and Stan are the young lovers whose moment of carelessness leads to a lifetime of misery – at least it seems like a lifetime as the movie wavers between broad comedy and the harsh realities of being kicked out of home and havig to live in a slummy loft.

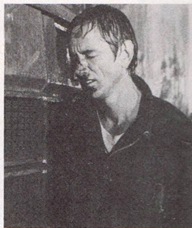
I suspect that the idea was to produce a serious, moral movie, enlightened with moments of humour, but director John G Avildsen, better known for the slightly more mature *Rocky,* is so OTT that the result makes *Neighbours* look subtle.

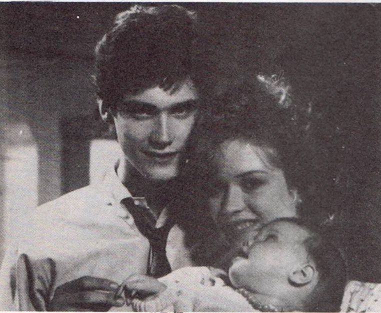
It's a Johnson's Baby Soap Opera as Stan gives up his scholarship to college and Darcy gets piles!

A movie called **Shy People** may not sound gripping entertainment for the average extrovert, but it's really a melodramatic brew set in the Louisiana Bayou. A classy New York Journalist goes to interview a distant strand of her family for an article for a glossy magazine and ends up letting enough skeletons out of the cupboard to keep a gravedigger busy for a year.


▲ Wings of Desire: Swinging fantasy.


▲ Shy People: backward.


▲ Man on Fire: Grunts and stunts.


▲ Maybe Baby: Bundle of joy?

Her kith and kin are every bit as strange as the mutant brood in that classic of family life, *The Hills Have Eyes.* Ma is a tough talking, tobacco chewing matriach who rules the roost with a rod of iron. Her sons include the inevitable simpleton, another who's about to become a father, and a third kept locked up in a disused chicken coop. And nobody talks about their father!

But it takes the journalist's sassy, cynical, coke-snorting teenage daughter, to set things moving, when she plays the sophisticated temptress. The film has virtues, including some nice performances and some atmoshpheric camerawork.

The film is never dull – but with such a collection of freaks it's never really convincing either.

Every bit as hysterical, though with fewer redeeming features, is **Man on Fire** (18), a bizarre European production, set in Italy and starring American Scott Glenn as an ex-CIA man hired to protect a child from kidnappers. After the criminals finally get to her, shooting him in the attack, he decides to wage a private war against them.

There's slow motion photography; long sequences when nobody does more than grunt; a little designer violence . . . and one of the most ludricous stunts I've ever seen

There's such an excess of silliness that in the end, **Man of Fire** simply burns itself out!

The director should take a lesson from Wim Wender's low key **Wings of Desire** (15). This two-hour, mostly black and white fantasy, set in Berlin and won't be for everyone. But if you don't mind making a mental effort and reading sub-titles, prepare to be entranced by a tale of two angels, passing unseen amongst the mortals and easing their suffering, and find out what happens when one decides that he'd give up immortality for a few years

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Great isn't it. All you will have to pay for is transport too and from Gatwick Airport, food and spending money.

All you have to do is draw a picture of Mickey Mouse and answer three easy questions.

The competition will be split into two age groups, up to 14 and 15 and over.

The entry form will be inserted in copies of Gremlin's *Mickey Mouse* game and must be sent with your entry to Computer+Video Games. The address will be on the form.

The closing date for the competition will be September 15th and will be winners will be picked by a representative of Gremlin Graphics and *C+VG's* Art Editor, Craig Kennedy.

And a diary of the winner's tine in Disneyland will appear in *C+VG* at a future date.

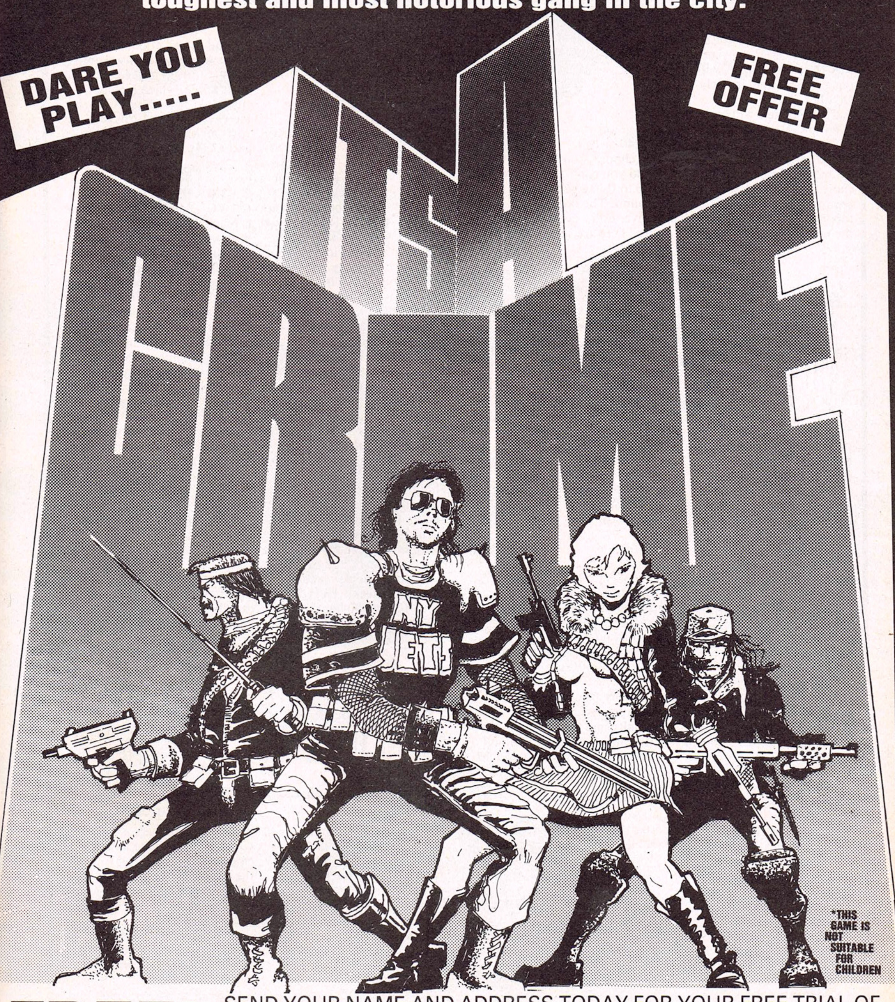
So don't delay. *Mickey Mouse* should be on sale round about now.




C+VG is sizzling into Summer with a red hot scoop on the launch of the year so far – the stunning *Barbarian II – the Dungeons of Drax*. It will be launched on all systems and C+VG will have the full story with an exclusive £1.00 off deal for C+VG readers. All the latest reviews, a guide to the best rides and arcades in the UK, the latest challenger in *Winner Stays On*, and the best maps, hints, tips and pokes in *Playmasters*. On sale July 15th. Essential holiday reading at the completely unbeatable, value-packed price of £1.10.

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# Play By Mail

**There is still a lot going on out there in the P.B.M. world, with another P.B.M. convention on the cards, the C + VG game of *It's a crime* drawing to a close, N.A.B. software giving loads of P.B.M. material away and lots of news and gossip on the grapevine. So get ready.**

The hottest news on the scene is that "The Great Northern P.B.M. Convention" will take place in Sheffield in early October.

Cheap tickets will be on offer to C + VG readers so keep your eyes glues to the page for the latest news . . .

Once again I am running short of play testers and require your assistance. I have too many games to cope with at the moment and not enough



players, so I am looking for readers to help me out by playing the various new P.B.M. games that have arrived on the market. All you have to do to get involved is write in giving your name, address, age, P.B.M. experience, type of preferred game and reason why you think you should be allocated a playtest. I will then compile a list and allocate playtest positions on the order of suitability to the game available.

I have been playing *Family Wards* for over a year now and am enjoying it immensely. As the name suggests it is a game based on organised crime in America around about 1930. You play one of the 18 kingpins in with a small criminal family and you have to finally gain control of the city's underworld. You do this by paying backhanders to the police and the mayor, controlling a illegal business organisation and increasing your family's area of influence.

You create your family by giving it a name and then picking the type of leader your kingpin is going to be.

Orders are very easy and simple to perform. You have a selection of 40 orders to choose from and you can issue up to thirty per round. The orders cover every eventuality and here are some examples.

**Increase Agents**
The recruitment of new agents into your ranks. This may only be ordered once a turn and the maximum increase is 50 agents per turn.

**Infiltrate**
An attempt to insert your agents into the ranks of another family. You target a rival family and, if they are recruiting agents, you infiltrate agents into their ranks in proportion to the number of effort points expended.

**Security Check**
The process of checking the loyalty and integrity of personnel and discovering if there are any spies. Any agents found will be "disposed of".

**Infiltrate City Hall.**
If you are successful you can use the Probe City Hall order, which means you can find out what official is being paid off and who is doing the paying.

There is a full range of offensive and defensive orders, but I have concentrated on the more sneaky orders. You can pay off all kinds of people, from the police force to the mayor and his staff, to gain information or "offical help" if you are being attacked by a rival family. The whole game is, in fact easy to play, but if you are looking for continual violence – look elsewhere. The people who win this game – it can be won by more than one person – will be diplomatic, devious, dodgy and downright dangerous.

NAB software has come up with a great offer. Start up and rule book are usually £5.00, but anyone interested in a rule book just has to send a large SSAE to me at C + VG and they will get one free.

Furthermore, if you wish to join straightaway, it will only cost you £2.50 for a rulebook, startup and TWO FREE turns. This also applies to people who just want to receive the rulebook as well.

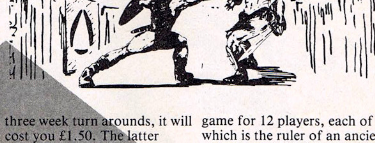
Further turns vary in price depending on the type of game you play with regard to turn around. If you play a game with a one week turn around the price is £1.00 per turn. If you play a game with two or three week turn arounds, it will cost you £1.50. The latter would be ideal for overseas players and I strongly advise them to write in asking for an overseas game to set up. All cheques made payable to the company.

Finally, NAB has slashed prices for its other game *Agyptus* by 50 per cent. The game is a tribal economic, computerised, wargame set around in and about the time when Ancient Egypt was in its glory. Start up in the game costs £5.00, which includes rulebook, and three free turns. However further turns now costs anything between £1.00 and £2.00.

**C + VG's It's a Crime**
C + VG's game of *It's A Crime* is reaching its final stages. The mob bosses have been chosen and the most powerful gangs are still jostling for that prestigious pole position. In case you haven't noticed KJC has changed to different turn sheets tha are now separated into individual sheets.

At the moment, the leaders of the game are Riotious Assembly with notoriety of 1160. They have a small cushion as the second placed Lumps of Green Putty are on 1119 points, closely folowed by Suicidal Tendancies of 1108. Other notables are The Hammers fifth on 1609, the Chainsaw Gutslashers 19th on 776 and The Hedgehog Hitmen 24th on 752.

**Dawn of Ancients**
KJC has released a new game called *Dawn of the Ancients*, a computer moderated strategic



game for 12 players, each of which is the ruler of an ancient empire. The aim is to expand the empire to the mightest civilisation ever known.

I will be reviewing the game in full soon, but if you want to join now send in a cheque for either £1.00 for the rules and map or £5.00 for the rulebook, a map, the house rules, the first results sheet, the rulebook and three free turns.


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Welcome to another feast of fantasy. Wayne here again, your guide to the magical world of role-playing games. And have I got some goodies for you this month, including the latest offerings from TSB and Standard Games, a look at live role-playing and your letters on page three.

# FANTASY

## OUTREAMER

► **SUPPLIER: STANDARD GAMES.**
► **REVIEWER: WAYNE.**
► **COMPLEXITY: FARELY EXPERIENCED UPWARDS.**
► **PRICE: £11.50.**

I have always loved the era of the crusades and for a long time it has been of great interest to both wargamers and roleplayers alike. The mere mention of the word Crusade




brings to mind romantic pictures of Richard the Lionheart and his knights battling Saladin's tribesmen in the heat and dust of a mysterious desert.

Although I had gone to great lengths to obtain a game covering this period, be it roleplaying or otherwise, I was disappointed to discover that there were hardly any games relating to the crusades in existence. You will not be able to appreciate the job I felt when *Outremer* was plonked unceroniously on desk.

*Outremer* was in fact the name of the states set up by the first crusading forces in what was then called "The Holylands". This game of man to man combat is set in the time of the Third Crusade and gives you the chance to re-write history by playing either the Christian or Moslem forces. I was very pleased to see that this was a Standard Games product – as if anyone would do the game justice they would.

As usual, Standard supply the following; two large, full colour, interlocking maps, a large transparent counter tray to hold the two sheets of character counters, which contain over 100 knights, tribesmen and specialist sub classes, a well moulded 10 sided die, two play sheets for easy reference and a well written rule book. However, in this product they also supply another ten sided die plus a six sider, a full colour wall map of the Holylands plus an extensive rule expansion section that covers character advancement.

It is the latter that excited me. Now, not only can you play the game as a one off, but you can create an ongoing campaign that will last as long as you will. All the rule expansion is included in the new 52 page rulebook and covers such topics as scenario generation, chance encounters and the all important charadcter advancement.

The scenario generation system works extremely well. For example, if you capture a group of pilgrims and are commanded to take them from Tyre to Achre all kinds of weird and wonderful things can happen. This section gives you hints and tips on what could happen and how you could modify it. Encounters can be determined by the role of a die and quick consultation with the "Chance Encounter" Table. The result could be anything from a meeting with a group of determined tradesmen or a confrontation with a bunch of hostile deserters.

With the system advancement table, your characters can advance or regress in strength and status depending on how they act. For example if you play your characters bravely and they defeat or capture a superior opponent in combat, you will receive a certain number of points, depending on the actual act performed. Once you have a certain number of points your character can progress in it's attacking and defensive strength and this makes your character a better fighter. However, if you play your characters so they run away or surrender to the opposing forces, you can lose attack and defence strengths, and if they go lower than what is required for a person of your characters status, you will be reduced in status to the next level down.

The new rules are also compatible to Standard's previous releases, so with a few simple strokes of a pen you can make a quick and simple conversion of the advancement system to all their other products giving them a new lease of life. I will stress that this game is not for the beginner, and some experience is necessary. A competent gamer would get hours of fun from this product and find it well worth the money, especially if they are already familiar with the Standard-style of game.

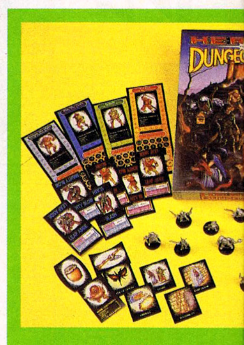
► **VALUE 9**
► **PLAYABILITY 9**
► **PRESENTATION 10**
► **LASTABILITY 8**
► **OVERALL 9**

## HEROES FOR DU

► **SUPPLIER: GAMES WORKSHOP.**
► **PRICE: £9.99.**
► **COMPLEXITY: NOVICE UPWARDS.**

*Heroes For Dungeonquest* is the first expansion kit for the *Dungeonquest* board game and you need the original product to be able to use this.

Plastic figures and dice are all supplied along with a fantastic amount of full colour tokens. It is a simple, easy, yet




addictive game. It gives the novice some understanding what role playing is about, as it has a combat system that is slightly more involved than usual and incorporates the player watching several things at once. Designed by a couple of Scandanavian role players and published by Games Workshop.

When the original game was launched, it was clear that many expansion kits were on the cards, as, although the game is complete in itself it is quite basic and wouldn't stand

# RoLe PLAyINg

## NGEONQUEST

up to regular playing. The main reason for this was that there was only a choice of four adventurers to play and although there were a lot of encounters with monsters and traps, there was limited magic in both spells and magic items.

With the release of *Heroes* Games Workshop have solved most of the problems and opened up some new avenues of play. In this expansion kit you get twelve new characters



stats sheets plus the corresponding metal models. The new characters range from a ninja to a sorcerer and take into account such factors as Beserker rage, the use of a blowpipe and unarmed combat. There are also eight new magic ring cards and the rules for characters who have inherent magical ability.

- **VALUE** 8
- **PLAYABILITY** 8
- **PRESENTATION** 8
- **LASTABILITY** 8
- **OVERALL** 8

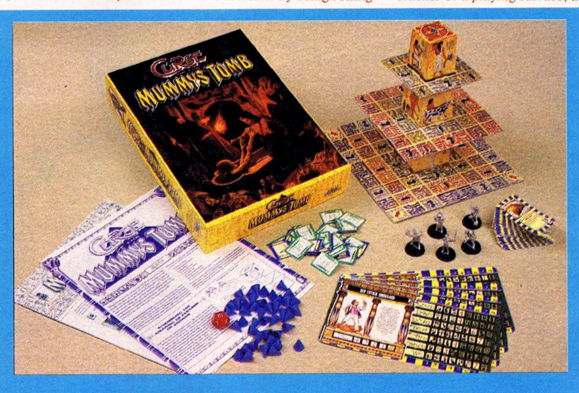
## CURSE OF THE MUMMY'S TOMB

- **SUPPLIER: GAMES WORKSHOP.**
- **PRICE: £14.99.**
- **COMPLEXITY: NOVICE UPWARDS.**
- **REVIEWER: WAYNE.**

This game has all the markings of a Game's Workshop product stamped all over it: Great artwork, loads of tokens, slim rulebooks, metal figures and a solitary die. "All well and good", I thought to myself "But is the game itself any good?" After a period of extensive playtesting, I can tell you that the answer to that question is a definite "YES!"

"Tomb" is a simple boardgame for one to four players, in which your main aim is to search and retrieve the elixir of life from the deadly Pyramid Of Khonsu. To do this you must assume the role of one of the four characters provided. You have the option of playing a mad professor, a entrepreneurial. Earl, a prospecting priest or a private eye.

Movement cards are self explanatory, but the last two types of card contain details of a special creature or hazard that your opponents have come across in their explorations and they either have to fight their way out or try to avoid them using their skills. The way this is resolved is by using rolling the die and using the simple but effective combat and results table.




Another way to stop your rivals is to use the dreaded, diabolical Mummy!! At the start of each turn you all bid a secret amount of Tana leaves and the person who bids the most controls the mummy. You can then move the undead creature in certain directions, the main aim being to get it as close to another players characters, so that the mummy attacks them!

To help you combat all these nasty encounters, you can obtain discovery cards. These can be anything from a lucky scarab ring to an archealogists kit, but all discoveries aid you in some manner. You will need a lot of these cards to help you get to the top of the board. That's right, TOP of the board. You see Game's Workshop have come up with a cracker of a playing surface, as it is shaped in the manner of a three level pyramid!! It is easy to assemble and gives the game a great 3D feel. You have to have special cards to get up and down levels and of course the elixir is hidden at the top in a secret room.

Overall, I was impressed by the amount of work that Stephen Hand, the games designer, must have put into creating this game.

Fast, fluid, fun and well worth the asking price.

- **VALUE** 9
- **PLAYABILITY** 9
- **PRESENTATION** 9
- **LASTABILITY** 4
- **OVERALL** 8


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# LETTERS

**Loadsamail!! That's what I've got and that's what I want, so shut your mouff and get writing!! Seriously, if you have a F.R.P. problem or just want to make a good or bad comment about F.R.P. in C+VG, feel free to write in and I will do my level best to answer you personally or via the letters page. The letter of the month wins a copy of something reviewed in the column and I try to dig up a few prizes for the other letters printed as well. What more can I say except; Get writing!!**

● *Bill Burman,* from *Basildon* writes: "I keep on hearing on the grapevine about all these F.R.P. conventions that are going on, but I never seem to hear about them until they are over. Can you tell me when, where and what is the next big F.R.P. gathering."

**Dear Bill – it is not possible to print a list in advance. However, I have written to you enclosing the relevant important F.R.P. dates that I know of and I will do the same to anyone who sends me a medium sized SSAE.**

● *Martin Fraser of Edinburgh writes:* "My opinion on F.R.P. is that it is interesting, but I don't really understand it!! Could you write about it, explaining it in more detail, then I may well understand it and get more involved in the hobby?"

**Well Martin, there are a lot of people out there in the same boat as you, so don't feel left out. I am going to review some classic games shortly, and explain the background behind them as well as simply the rules. The article should be printed in a couple of months time, so keep your eyes glued to the page. In the meantime, the game I am sending you as a prize will provide you with a good starting point.**

● *Wayne Yeadon,* a previous Letter of the Month writer wants to know: "Is there a book available that tells you from a beginners point of view how to paint fantasy figures. If there is such a book, what is it called and where can I get it from?"

**Believe it or not, there is no book available on the market at the moment that covers this topic!! I telephoned the manager of Games Workshop, at Oxford Circus, London, and he said that the best he could do was refer you to a few back issues of *White Dwarf,* their house magazine, which has a section in which John Blanche, one of my favourite painters, divulges his modelling tips. I contacted T.S.R. and they don't do one and nor do Games Of Liverpool. They refered me to previous articles that were issued in the now defunct *Adventurer*. I can only refer you to your local library, where you will no doubt find a few general military modelling books, from where you can extract the relevant information you need. These books will give you a sound modelling knowledge, from which to build up your experience.**

● Finally, *Dave Proctor,* from *Brighton* wants a shocking game! 'I've been playing F.R.P. for some time now and I have got a bit fed up with the usual sword and sorcery role playing game. I like horror books so I would be obliged if you can tell me if there are any F.R.P. games you can recommend that are based around horror stories?

**Well, Dave, the most famous horror game to date is *Call Of Cthulu* and it is a system that is based upon the ethos of stories written by the horror writer H.P. Lovecraft, who in my mind is much overated. The game itself is very enjoyable and is based around discovery, research, meddeling and investigation in the 1920's. Anyone trying to hack and slay themself out of this game would be in big trouble, as it is a thinking persons dream. "Chill" also is another roleplaying game that is based around horror and very enjoyable it is too. Both games should be available from your local F.R.P. shop.**

# FANTASY ROLE-PLAYING

## WHERE TO GET LIVE ROLE PLAYING GEAR

Many of you have written in asking "Where do I get the swords, armour, clothes, masks etc to go live role playing?"

There are of course a few places to go, but I have discovered a place which I think produces good quality goods and are reasonable in price. "The Crazy Dwarf" is a newish venture put together by Live Role Playing fans Pat and Ian Collins. They have decided that as they have spent over 11 years role playing in general, there was not better business to go into than something they really enjoy doing, so they opened up a roleplaying shop, They have been open for about a year and like many other F.R.P. shops they have a large selection of board games, war games, dice and miniature figures. However, unlike the others they also sell live role playing equipment to!!



▲ *C+VG's Matt "Muscles" Bielby and Sian "Iron Lady" Jones show off their Barbarian gear.*

They have a wide range of equipment ranging from swords to armour. The swords come both ready made and in kit form. The ready made swords come in many styles from short swords upwards, whilst the kits contain all the instruction needed to construct them, as well as hints on how to customise them to your own individual needs. The prices vary but in general the ready made kits range from £2.50 to £10.00 whilst the ready made swords range from £4.00 to £20.00. Other available weapons include throwing daggers, maces, and axes' (single and double handed).

The armour ranges from chainmail to full plate. The chain mail comes in many varied sizes of link and like the swords is available in both ready made and kit form. The links can be used to create standard suits, arm pieces, legging or coifs (balaclava type helmet worn to protect the head). A full set of completed could cost you anything in between £100 to £350 and take four weeks to deliver, whilst the links sell from £1.30 for 1000 6mm diameter (black) to £9.00 for 1000 6mm diameter nickle finish). All in all you need about 1200 links to make a standard suit (excluding mistakes!), so the cost will be around £60.00 in all. Other armour available includes gauntlets, fitted plate mail, helmets and shields. Other specialised items can be made upon request.

They are also shortly going to provide rubberized monster masks, a full range of costumes and even monster make up!! They are even considering producing fantasy notelets and cards. Eventually, they are going the whole hog and going to run actual adventures plus a holiday location for over the table roleplayers.

If you are interested please send a large s.s.a.e. to "The Crazy Dwarf", 50 Broadwater Rd, Worthing, West Sussex BN14 7AG for their latest catalogue.

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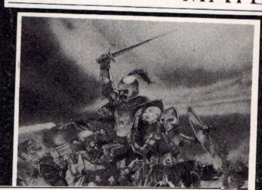
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ocean

# Play Masters

**Something a little bit different this time 'round as David Bishop acts as our guide through the mysteries and dangers of ace computerised fantasy role playing game, *Dungeon Master.* This is the game that Keith Campbell called "a must for all role players" when it first came out, and has won legions of devoted fans since. Forgive David for being a bit cryptic sometimes: after all, learning from your own mistakes is half the fun! Thanks to Dillon Nugent and Stephen Oakman for additional hints.**

The release of *Dungeon Master* has finally bridged the great divide between these gaming religions. Thousands of mainstream gamers are at last sampling the delights of a well crafted RP game, while an equal number of hardened RP fanatics have been forced to admit that is is possible to bring their favourite characters to the small screen.

**Level 5**

(1) Before you can even get into level five proper, there's a riddle room to solve. Here you'll find your holes in the wall. Beside each one there's a riddle the solution to which will tell you what object you'll need to place in the appropriate hole.

Some of the required objects you'll hopefully have found on the previous level.

HINT: If you're having trouble deciphering the riddles, here's an extra clue that may help: "It may have no body, but it can still be used to settle a score."

HINT: Some of the objects may come in useful again!

HINT: You may not even need a 'full-house'.

(2) This is one of the trickiest, meanest, most devious rooms in any of the dungeons.

When you enter the room, there is an alcove in the far wall, although a trap door prevents you from reaching it. From this side of the trap door, you can see a pressure pad on the floor of the alcove and a gem embedded in the wall.

In the opposite corner of the room is another small room containing a key which you need. Every time you move towards the room, you are forced to walk over a pair of pressure pads which send a metal door crashing to floor, preventing you from entering the small room and retrieving the key.

On the wall, by the door, is a lever which switches on a transporter which, when you step into it, takes you into the alcove. Immediately you get there, you hear the metal door open again, obviously as a result of the pressure pad you're now standing on. The green gem is a switch which closes the trap door, allowing you to get back out into the room.

HINT: When you enter the room, make sure you're ready with a few fireballs.

(3) Another of the iron key's you'll need to complete this level, lies hidden in a secret corridor, somewhere in this room. Only by pressing the right switches in the right order will you succeed.

(4) You shouldn't need any help from me to crack this room!

(5) One end of a transporter link, which takes you to another corner of the dungeon. The door can only be opened by a lever at the end of the corridoor. Unfortunately, the lever only opens the door for a few seconds, so get your skates on once you've pulled it.

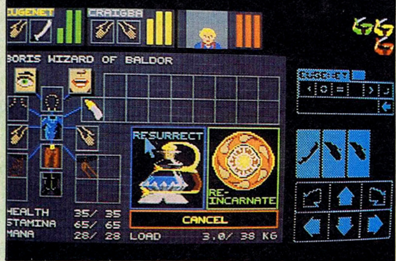
HINT: Don't let anything slow you up or down, or you'll never get through the door.

(6) "Test Your Strength" says the message etched on the wall at the start of a long straight passage. It's impossible to move very far down the passage as an invisible transporter keeps forcing you back to the start. However, by going down a parallel route, you reach a locked portcullis, through which you can see a PP on the floor at what turns out to be the opposite end of the 'strength' passage to where the message was.

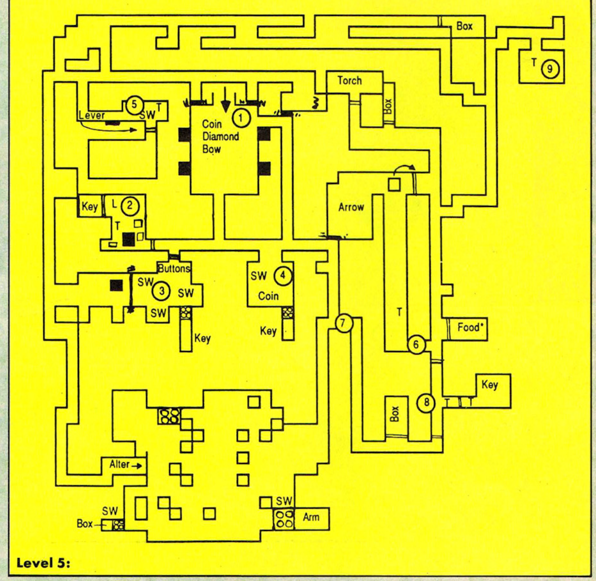
The PP is a massive clue. OK, so you can't go down the 'strength' passage, but now know there's a PP at the other end. By now, you should also have worked out that stronger characters throw things greater distances – need I say more!

(7) The cowards choice. Your bravery will be rewarded by some armour, a magic box, and a red-herring. If you're making a map, you'll soon see where the fish is hidden.

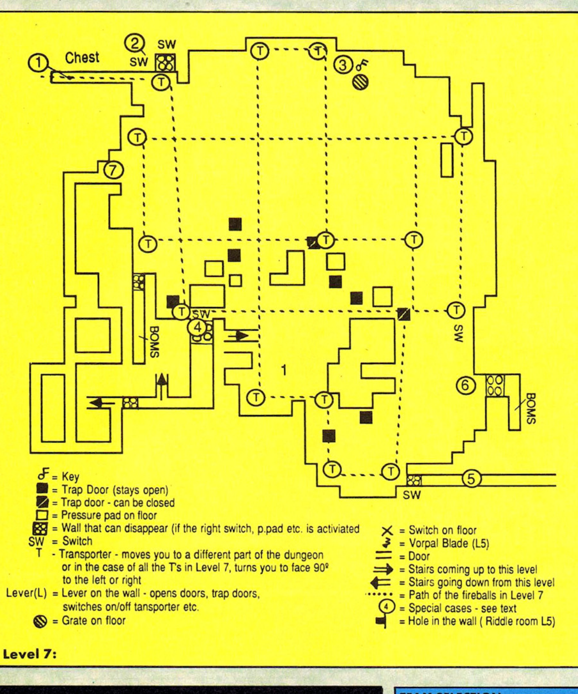
(8) The problem here is to get past a transporter which flicks on and off regularly. It'll take some practice and a bit of luck, but its mostly down to speed and accuracy. This is a problem where what you see is that you solve – there are no hidden tricks here.




▲ Justin gets his prize, but seems more interested in the champagne.

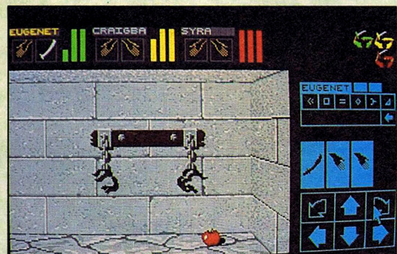











▲ **The Big Ed cringes as Justin whips him on Sidewinder.**

(9) The other end of the transporter link (5). Remember, the link has to be switched on, which can only be done from one end – which end? Well you'll have to find out won't you.

**Level 7**

By far the most difficult to map, level 7 is basically one gigantic room, full of ghosts, skeletons, trap doors, switches, transporters, and fireballs. Before you go down the stairs to the start of this level, make sure you're topped up to the brim with 'weaken material beings' spells – you're gonna need'em!

The first thing you'll notice when you step out into the room is a click. Look round and you'll see a trap door has appeared behind you, cutting off any retreat. But don't panic, just walk off the PP you're standing on, and step back onto it. The trap door disappears and your escape route is clear. Get into the habit of doing this whenever you enter level 7, believe me, ghosts won't wait while you tiptoe around the PP's looking for a way out.

**TEAM SELECTION**

This is very important. Try to strike a good balance between brawn and brain, and make sure three of your party have at least some mana (magic potential). When first playing the game choose the ressurect option which gives you back your characters just as they were when they died,but as you get more experienced, go for re-incarnate. This gets rid of all the old acquired skills, but leaves the characteristics (ie. mana, stamina etc). It will take a while to get back to the same level of skills, but when you do they will be stronger.

**MONSTERS**

Dungeon Master is really jam packed with monsters, some of which are easy to kill, some hard. A good way to get rid of difficult monsters is to lure them to the nearest button operated door or gate and close it on them, though you'd better make sure you don't let them through! Alternatively you can use a fireball spell against them. Toughest are the giant rats and the pink worms, though as with many of the monsters, they can be eaten once dead.

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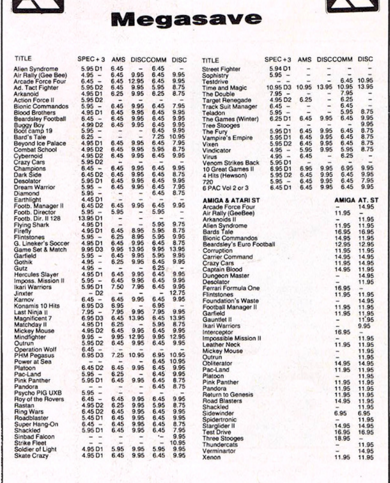
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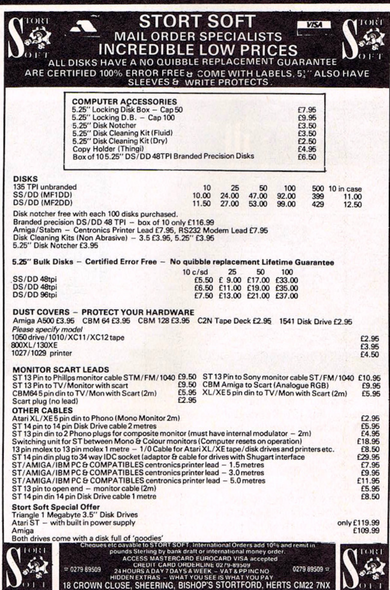
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# Play Masters

(1) Now here's a small corridor with a sting in the tail. It can't have escaped your notice that, every so often, a fireball seems to wiz past your nose, but from where? Well, although this may look like your standard corridor with a chest at the end, take a closer look at the end walls.

The dotted line on the map is the path each fireball takes as it travels back and forth across the map, being deflected by 90 degrees either to the left or right, each time it hits a transporter.

Here's where the green gem comes in, because it'll switch off all the transporters. Now the fireballs come out the holes and shoot along the corridor but, with no transporter to turn them to the right, they explode harmlessly against the wall.

Although staying alive is priority number one, switching off the transporters comes a pretty close second.

(3) There are a number of grates on the floor of this level. Close to one of the round ones, you'll find a skeleton key. Keep your eyes peeled though, as this is easily overlooked.

(4) It is vital that you find this switch, because it opens up the top of a long staircase that links level 7 with all the other levels. Be warned though, each level can only be connected to the stairway from inside that level, although it's a useful place to leave spare food and torches, because you can pick them up later.

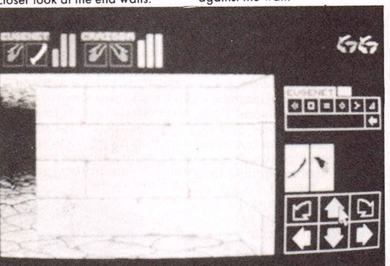
(5) You'll need a compass to get very far down this strange corridor, if indeed it goes anywhere at all!

(6) One of a couple of hidden corridors with goodies in them. Some of the goodies are red flasks which contain a nasty red liquid which explodes on impact when the flask is thrown at a target. These come in very useful much later on — use sparingly until your back's really up against the dungeon wall.

(7) The way out to level 8.

**GENERAL HINTS**

(a) Whenever one of your party has a full supply of Mana,

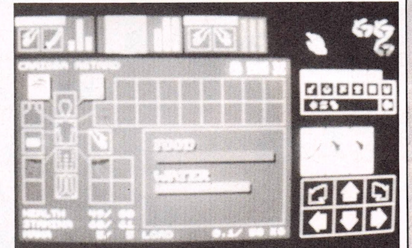


▲ **The writing on the wall.**

Those two tiny holes are the source of the fireballs which keep zooming all over the dungeon. Now get out of there before one gets you for 100 damage points each!

(2) At the start of the 'fireball' corridor, there's a switch on the wall. This opens up an alcove in the wall adjacent to the switch. On one of the walls of the alcove is a green gem.

Still wondering about those transporters? Well perhaps they're not there for your benefit at all. Throw an object into one and see what happens. Yep, it gets thrown round a corner, and that's precisely what happens to our friends the fireballs.




▲ **"Challenge me if you dare".**

Here are some sample spells that you might find useful

**THE "DUNGEON MASTER" SPELLBOOK**

| | | | |
|---|---|---|---|
| Attack Spells: | 1. | Poison Cloud | OH+YA |
| | 2. | Ghost Killer | DES+EW |
| | 3. | Fireball | FUL+IR |
| | 4. | Lightning | OH+IR+RA |
| | 5. | Cast a cloud of poison | HO+VEN |
| | 6. | Poison Spell | DES+VEN |
| Defense: | 1. | Shield Spell | YA+BRO |
| | 2. | Fire Shield | FUL+BRO+NETA |
| Potions: | 1. | Stamina | YA |
| | 2. | Health | VI |
| | 3. | Strength* | FUL+BRO+KU* |
| | 4. | Dexterity | OH+BRO+ROS* |
| | 5. | Wisdom | YA+BRO+DAIN* |
| | 6. | Vitality | YA+BRO+NETA* |
| | 7. | To Cure Poison | VI+BRO+FLASK |
| | 8. | T0 heal wounds | VI+FLASK |
| General: | 1. | Open Door | ZO |
| | 2. | Light Spell | FUL |
| | 3. | Longer Light | OH+IR+RA |
| | 4. | Footprints | YA+BRO+ROS |

NOTES: Power runs increase the effect of spells. Footprint spell is useful to stop you getting lost.
* = Temporary Spells

use some, either to make a portion, or cast a light spell, even if you don't need to.

(b) Still on the subject of potions; always have a full compliment of potions ready made for that odd emergency that is invariably lurking round the next corner.

(c) Don't be in a hurry to use weapons with special powers.

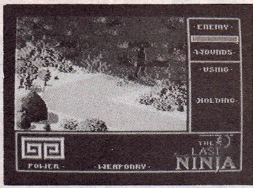
(d) Be patient when in combat. Retreat, quaff some potions and try again.

(f) Don't eat or drink when the relevant scroll bars are close to maximum; unless you're standing by a water fountain. Food can get pretty scarce later in the game.

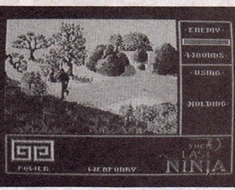
(g) Don't be stopped by closed doors with no keyholes/buttons, messages that you cannot pass etc. Nearly always you can simply chop it down or use an open door spell.

## SCREEN BY SCREEN

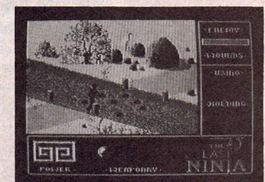
**There comes a time when mere tips are not good enough, and you need to see exactly what to do and where. Which is why every month we'll be providing handy visual hints for all those tricky spots in the latest blockbusters — Screen By Screen. So, due to popular demand, we'll kick off with System 3's Last Ninja. . .**




**The Marsh: Stand here, hold down the fire button and simply jump across this and the next screen with ease . . .**



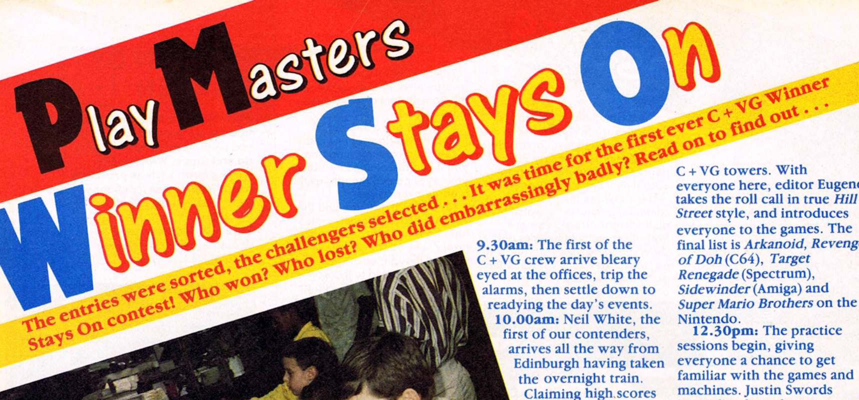

**To get back: Stand here, press the fire button and jump across the two screens . . .**




**The Stream: Stand here, press the fire button and jump across . . .**




**The Dragon: Stand here and throw a smoke bomb to put the beast to sleep . . . .**



# Play Masters

# Winner Stays On

**The entries were sorted, the challengers selected . . . It was time for the first ever C + VG Winner Stays On contest! Who won? Who lost? Who did embarrassingly badly? Read on to find out . . .**

▲ Ralph Mansson, Alex Garrod, Ashley Cousins and Zenna Grant go for their joysticks.

**9.30am:** The first of the C + VG crew arrive bleary eyed at the offices, trip the alarms, then settle down to readying the day's events.

**10.00am:** Neil White, the first of our contenders, arrives all the way from Edinburgh having taken the overnight train. Claiming high scores "as long as your elbow", he unfortunately had to put up with a boring wait until his rivals arrived. Couldn't let him at the games yet to make it as fair as possible they all had to have the same time to practice.

**11.00am:** It becomes pretty clear that all is not well with our two Atari STs, on which we had been hoping to play one of our favourite racing games, *Buggy Boy*. Reluctantly we scrap it, leaving only the 64, Amiga, Nintendo and Spectrum in the contest. We had already decided the proposed strategy games weren't on, since to give everyone a decent shot on them would take all weekend.

**11.30am:** The challengers begin to arrive. Surprisingly, only one (Hi, Ben!) gets hoplessly lost on the way to the notoriously hard to find C + VG towers. With everyone here, editor Eugene takes the roll call in true *Hill Street* style, and introduces everyone to the games. The final list is *Arkanoid, Revenge of Doh* (C64), *Target Renegade* (Spectrum), *Sidewinder* (Amiga) and *Super Mario Brothers* on the Nintendo.

**12.30pm:** The practice sessions begin, giving everyone a chance to get familiar with the games and machines. Justin Swords immediately racks up a score on *Sidewinder* it took staffers days to achieve, friendships and rivalries are formed, and *Super Mario Brothers* proves a wow with the younger contestants.

You can tell the ones that really fancy themselves: they've brought their own joysticks!

**1.30 pm:** We break for lunch to the pub next door. Johnathan Wood from Edgware, just north of London, and Coventry's Justin Swords sit on opposite sides of the pub and trade insults. The clever money is beginning to settle on these two . . . but it's anybody's guess.

**2.45 pm:** The challenge proper begins more or less on schedule, with various friends and dads roped in to take down scores and keep things moving. Immediately Justin racks up 126,400 on *Sidewinder* despite it mistakingly being stuck on a higher setting than was intended, but he is soon

▲ The Big Ed cringes as Justin whips him on Sidewinder.

## SCORE CARD

| | Sidewinder | Super Mario Brothers | Arkanoid Revenge of Doh | Target Renegade | Total |
|---|---|---|---|---|---|
| BEN PAGE, 17 year old Sega owner from Bedfordshire. | 5 | 8 | 6 | 6 | 22 |
| JOHNATHAN WOOD, 17 year old ST owner from Edgware, Middlesex. | 10 | 1 | 10 | 7 | 28 |
| RALPH MANSSON, 13 year old Spectrum owner from Rudgwick, Middlesex. | 7 | 4 | 4 | 9 | 24 |
| ASHLEY COUSINS, 13 year old ST owner from Peterborough | 2 | 6 | 8 | 4 | 20 |
| ALEX GARROD, 11 year old Spectrum owner from Bournemouth | 9 | 8 | 1 | 2 | 20 |
| STEVE LEE, 17 year old C64 owner from Guildford, Surrey | 3 | 7 | 2 | 5 | 17 |
| JUSTIN SWORDS, 16 year old ST owner from Coventry | 8 | 3 | 9 | 8 | 28 |
| NEIL WHITE, 16 year old C64 owner from Edinburgh | 1 | 10 | 5 | 1 | 17 |
| TONY BROOKS, 15 year old C64 owner from Bucks. | 4 | 3 | 2 | 10 | 19 |
| ZENNA GRANT, 12 year old Amstrad owner from North London. | 6 | 9 | 7 | 3 | 25 |

eclipsed first by 11 year old Alex Garrod, and then Johnathan Wood with a storming 145,000. For a strict five minutes blasting, that's something else!

Over at the *Super Mario* table it's a very different story, with Johnathan coming last out of ten with a piddling 25,650. Scotland's pride Neil White walks this one, though in general it's the younger challengers like Zenna Grant and Alex Garrod who can handle *Mario*, Alex making complimentary noises as he romps home to a high score.

With *Arkanoid* Johnathan makes up for a lot of lost ground, beating Justin into second place by a fair margin, with Ashley Cousins from Peterborough coming third. With such wide ranges in performance amongst the front runners (Justin also did badly on *Mario*) it begins to look as if the good all rounders like Zenna, Ben Page or Ralph Mansson might be in with a good chance.

It all rests on the *Target Renegade* performance then, and with our 48K Speccy joining the STs on the computer scrap heap, it looks like this could take some time. Slowly we work through, giving everyone a go on the one remaining machine, Tony Brooks making a last minute bid to get placed with a brilliant performance. Ralph comes second, Justin third, Johnathan fourth . . . The scores are added. Just what we'd dreaded and made no preparations for: a tiebreak! The judges quickly conferred. Yes, adding together all the points (we were giving 10 for the best performance, 9 for second etc. on each game) Johnathan and Justin emerged neck and neck on 28 each!

**What to do?**

The judges conferred again. Since we were now getting towards the end of the afternoon, those who had to go went, while the rest of us gathered 'round the Amiga for the playoffs. The game was to be Barbarian, the ace hack 'em up, and the winner was to be whoever got best of three. Ten minutes later we decided to make it best of one, since they'd been hacking away at each other without either losing a single life. Over in the corner, you could see the Ed beginning to sweat at the thought of the Editor's Challenge to follow.

The minutes ticked away. Tension mounted. Both Justin and Johnathan were rolling their Barbarians like crazy, neither sustaining any serious damage. Whoever won it would only take a second of lapsed concentration, a moment's distraction . . . Hardly fair, after a whole afternoon's hard gaming, but that's life in the wild and wacky world of Computer games.

Finally the only way to do it seemed to be on how much energy each had left after a bout. Justin stormed ahead on the first, Johnathan equalled the next time around, and it all rested on the final bout, which Justin took convincingly. We had our first champion, though very well done to Johnathan especially, and all the others who took part.

There only remained the Editor's challenge, when a reluctant Eugene sat down next to Justin at the *Sidewinder* bench with a look of defeat in his eyes, and went on to get roundly thrashed. Roll on next time, when Justin gets to defend his position as champ, and a couple of eager challengers get the chance to knock him off, and so take a step nearer winning their own Atari ST.



▲ "Challenge me if you dare!"

▲ Justin wins his prize, but he looks more concerned to hang onto the bubbly.

# THE CHAMP

**Full name:** Justin Edward Swords.
**Date of birth:** 24/7/71.
**Birthplace:** Coventry.
**Height:** "Not a lot" (5'5").
**First computer:** Spectrum 16-bit.
**Current computer:** Atari ST 1040.
**First game bought:** Ground Force Zero on the Speccy in 1982. "It was naff".
**Fave ever games:** Elite, Carrier Command, Dungeon Master, Xenon.
**High Scores:** Xenon. "I got 1 million, 500 thousand . . . It took six hours and I lapped it seven times".
**Likes:** West Brom Albion, House music, Blondes, Neighbours.
**Hates:** Having my photo taken, Amiga owners: "They're all dickheads".
**Did you think you would win here today?:** "No, I thought that John bloke had won it half way through, but when I first came I thought I had a chance.
**Any message for your challengers?:** "Challenge me if you dare! (Is that all right, Matt?).

## ENTRY FORM

This is your chance to challenge the champ! List your high scores here (you can send us a letter if you've got *loadsathem*) and post it off TODAY marked Winner Stays On. You could be in with a chance!

Name ______________________

Age ______________________

Address ______________________

______________________

| Game | Machine | Score |
|---|---|---|
| | | |
| | | |
| | | |
| | | |


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# POKING FUN!

**Hi, Matt Bielby here again, C + VG's top tipster, with a mission to bring you the best gaming help. With Playmasters there's no more POKE and hope. We deliver.**

## ROLLING THUNDER:

**Time:**
38637,0
38638,0
38639,0

**Machine Gun:**
38633,57
38634,57
38635,57

**Bullets:**
38629,57
38630,57
38631,57

**Lives:**
38641,0
*KARNOV*
Lives: 24941,0
Thanks to *K. Wenn,* North Shields.

## RASTAN

Here are a couple of cheats for *Rastan,* which we mapped in detail a couple of issues back.

1) On level one, pressing the keys Graph, Delete and Extend Mode makes your warrior immune to attack other than from fireballs, lava and falling into lakes. The only problem is that you cannot collect any other items.

2) Wait until after the title screen when it says "searching for round A". You can then load up any level you want to. You can also do this when you have completed a level and are waiting for "load round B". You get infinite energy also in both cases.

These cheats are from Paul Ryan and Martin Drummy, but it seems they aren't the only ones who've been playing Rastan:

This poke for infinite lives and energy sent in by *K. Brady* from Dublin, though he warns that you still have to keep away from the lava and the water.

```
0 REM**BY K BRADY**
1 FOR X+400 TO 457
2 READ B:POKEX,
B:C=C+B:NEXT
3 IF C=6543 THEN SYS400
4 PRINT "DATA
ERROR":END
5 DATA 32,44,247,32,108,
245,169,163
6 DATA
141,196,2,169,1,141,201,2
7 DATA
76,167,2169,189,141,
116,1
8 DATA 169,1,141,117,1,169,
88,141
9 DATA
211,2,169,96,141,244,
10,141
10 DATA 125,10,76,81,3,169,
96,141
11 DATA
165,160,169,173,141,7,201,
76
12 DATA 26,129
```

NB: When the game loads there will be no music.

## OUTRUN

Lots of people seem to have discovered this handy cheat on the ST version of **Outrun,** the biggest selling game in the country at the moment of writing.

Once the game has loaded and you are playing, type in STARION.

Now you can select any of the following codes:

T - this gives you ten extra seconds
S - Sends you on to the next stage
B - Very handy when you are running out of time, this panic button gives you extended play with extra time without leaving the stage you are currently racing.
D - Allows you to save frames of the game to disk as a picture file.
X - Not to be pressed in the normal run of things as it excapes the game.

## TARGET RENEGADE

To get infinite lives:

1) Play the game well enough to get third place on the high score table.
2) Type "E" and "R" very quickly for two lines (you will notice you are writing over the score).
3) Press enter and you will find you are back in the game but playing in black and white, not colour.
4) Press pause three times.
5) You continue the game with infinite lives.

Apparently there are a number of ways of getting the same effect, including getting the score table, pressing cut shift and symbol shift together 6 times, and then getting it to go to black and white etc.

Ta to the Kenilworth Kool Kids and others.

## 720°

*720°* may have lost out to *Skate or Die* in the head to head we ran in January, but it's still a pretty good game, and anything about boards, just has to be rad, doesn't it? Here're some hints and tips courtesy of Gavin Ewing. Worked out on the Speccy, but likely to apply for all versions.

- If you can stand the culture shock, use the keyboard rather than joystick, as points for jumps will be higher from the beginning (250 per jump).
- Make sure you chose a sequence of going to skate parks around the city and stick with it (and buying from every shop you pass, funds permitting). This saves the wasted time of going to a closed park.
- Buy a board as soon as possible. This will increase jump points from 250 to 400, or 700 if you get a second board. Next buy shoes or pads, and helmet last (oh, VERY safe, I don't think).
- Despite these recommendations to spend, spend, spend, don't waste dosh by buying more than three of each item, unless you are of need of points for a ticket (buying gives you points).
- If you are being chased by bees, don't panic, but keep moving. If you change direction or jump occasionally, chances are you will reach a park.
- Don't keep hitting the kick key, but simply keep it held down all the time for speed and kindness to the hand!
- In the parks, don't worry about time on the slalom, but make sure you go through all the gates, going back for one if need be. You still get a medal if you miss ALL the gates though! On the other hand take as many risks and cut as many corners as you dare on the downhill park, where speed is of the essence. Getting a gold on the ramp park only takes a finger on the kick button, and taking a straight path as near to being between the central lines as possible. When tickets are running low, proceed to the gates of the next park, and keep on doing 700 point jumps outside the gates until you have enough.

## ECO

**(Atari ST)**

If you press Control-S while playing the game you will enter the gene design screen with another gene unlocked, making evolution slightly easier.

## ARKANOID 1

**(Imagine)**

While the game is booting, press Capslock and type in DEATHSTAR. Then, when the game is running you can use the S key to flip through the screens and chose where you wish to start.

## PREDATOR

**(Activision)**

Here's a poke for infinite lives (quite useful if you've ever played *Predator*) from the wonderfully named Mr Mould.

```
10 rem poke by Mr. Mould
20 rem infinite lives for
Predator.
```

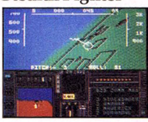
Type in program and save to disk.

```
30 rem Insert Predator disk 1
and run this program.
40 bload "a:heli1.data",
&h64a00
50 poke &h6904e,
&h4a79:poke &h698ce,
&h4a79:poke &h6ba76,
&h4a79
60 poke &hbe094, &h4a79:
cheat = &h64a00:call cheat.
```

*Matt*

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# Corru

**Magnetic Scrolls has broken the mould of its first three adventures, with an entirely different type of scenario. *Keith Campbell* went along to Chapel Court to find out all about it.**

Magnetic Scrolls has gone up in the world, as I discovered after plodding all the way to the top of the building. With more staff, and more computers, their previous offices became too small for comfort and efficiency, so they hired bigger premises upstairs.

Equipped with running water ("The bloody landlord went on holiday for a month the day it started raining!" fumed Anita Sinclair as we carefully skirted round the bowl on the floor cathching the drips), the new offices are extremely spacious, and people no longer have to work in cramped conditions.

One thing that hasn't changed is the coffee. It's obligatory – the visitor, as well as the staff, is never without one. I'll swear that it is the stuff that all Magnetic Scrolls games are made of – perhaps one day they will get around to administering it intravenously.

Anita plonked two steaming mugs of the stuff on the desk as I sat down with Rob Steggles to have a first look at his new game.

Rob, you may remember, was the author of *The Pawn*, but a story further removed from the land of Kerovnia is difficult to imagine. This time, Rob has spun a tale of deceit and intrigue, in the more mundane setting of a broker's office in the City.

But what goes on there is not so mundane. "There's no way anyone will be able to play through this and complete it on the first time round," explained Rob.

This is because you discover different information according to which way you play things. The more you learn, the better idea you get of how to play it the next time around.

Rob is very pleased with his creation, which posed more problems than usual for Hugh the parser. But he agrees that it may not be everybody's cup of tea. Time will tell. Meanwhile, let's have a look at the game itself. . .

**► SUPPLIER: RAINBIRD/MAGNETIC SCROLLS.**
**► MACHINES: ATARI ST; AMIGA; IBM PC. OTHER VERSIONS TO FOLLOW.**
**► PRICE: £24.95.**
**► REVIEWER: KEITH.**

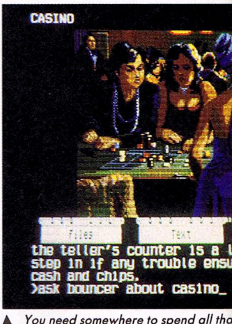
There is something quite different about *Corruption* from all previous Magnetic Scrolls' adventures. It is not humorous (although it is not without humour) and it is set in the real world of high finance. But its main difference stems from the fact that it is a mystery story, and to complete it you must observe and interact with many of the characters in it, rather than solving object-manipulation puzzles.

Newly promoted to the management of Rogers and Rogers, you arrive at your office prompt at nine o'clock on a Monday morning, to be greeted by your senior partner, David Rogers. Somewhat miffed by the shabbiness of your new office, you start to settle in by finding your way about the place.

In an adjoining office sits Margaret, your secretary, at her typewriter.

Along the corridor is the office of William Hughes, the firm's lawyer, whilst your partner's office is downstairs, directly below your own.

The toilets in the place hardly comply with the Shops and Offices acts, and the sale of the ancient brass fittings might well pay for a complete refurbishment.

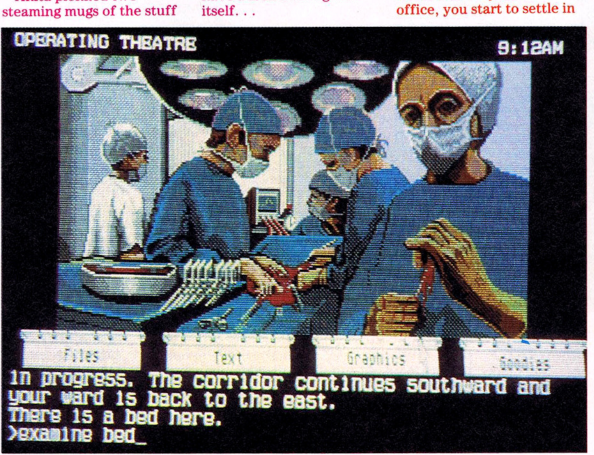



▲ You need somewhere to spend all tha

With your promotion came a BMW. It's a fine sight, down there in the basement car park – but not as fine as the Porsche parked next to it. Still, after a few years in this job, maybe?

Back at your desk, with little to do on your first day, you are idly thinking of the celebratory lunch you have booked with your wife at the nearby Le Monaco, when out of the blue, a hand is clapped on your shoulder and you're nicked! Before you've had time to think, you're up on a charge of insider dealing, with an incredible amount of evidence against you, and you're set for a longish stretch.

Knowing (of course) that you didn't do it, you restart




▲ Corruption *proves how cut-throat the world of high finance is!*

# ption




the game, and set about discovering how you are being framed, in order to prevent it. The best way to do this is to play through a number of times, observing the movements of the characters. There are about thirty characters in all, and you can interact with about fifteen of them.

Where does David go




ney.

when he dashes off in his car? What goes on at the meeting behind locked doors in the lawyer's office?

Is the tramp in the park up to no good? And that cleaning lady – funny, she goes in and out of offices, and up and down corridors, but never seems to actually clean anything. She couldn't be spying on you, could she?

Here is a mystery that is exciting to solve, but, cleverly as the interaction with the characters in it is implemented, the limitations of such a format show. It would, of course, be quite impossible to expect a wide range of ordinary conversations to be held with characters in any adventures, and in this one, the usual Magnetic Scrolls format of NAME, SPEECH is missing. You are limited to ASK or TELL character ABOUT something/someone. So many times I wanted to ask WHY, and couldn't, that I felt like screaming! Like ASK MARGARET WHY SHE WENT FOR A MEAL AT 11.00. Overall, the game has very much the same feel as the Infocom mysteries, like *Suspect*, although I found this plot to be far more interesting.

Another limitation of a mystery game, is what I can tell you about it! I could mention that I got up to in the Police Station – but I won't! I'd like to tell you what I did after I came out of hospital, but I can't, for I haven't – yet!

*Corruption*, thankfully, isn't played in real time, but each move takes one minute, and certain things happen at set times, every time you pay. It's quite important to be in the right place when something important is happening, so that it doesn't go on behind you back. And when you have it sussed out, you are going to have to be really mean and unscrupulous to clear your name – so I'm told!

An adventure set in offices in the city, doesn't sound particularly exciting graphically, yet Magnetic Scrolls has made it so. Since the game revolves around people, it is people who feature heavily in the pictures, and the artists have done a terrific job, producing pictures every bit as good as those in *Jinxter*, but quite different.

With the package you will get a map to help you find your way around. Don't be deceived by it – there's more places you can go than you are led to believe! You will also get a cassette. Don't try to insert it into your disk drive, nor load it into your computer with a cassette player! It is an audio tape, containing a conversation relating to the frame up.

If you haven't got a suitable device in which to play it, Scrolls will happily exchange it for a typed transcript.

Here is a game that Magnetic Scrolls is not urging people to rush out and buy. They recognise that it is a completely different genre from their previous titles, and, whilst they hope their fans will like it, would prefer them to read reviews and think carefully whether or not it's their type of adventure before deciding. They feel some people could end up disappointed, which is the last thing they want.

So there you have it. If you like the sound of *Corruption* it should give you hours of enjoyable frustration. On the other hand, if you prefer more jokey and cryptic puzzles, you'll have to wait for their next title, *Fish*, coming very soon!

| | |
|---|---|
| ► VOCABULARY | 8 |
| ► ATMOSPHERE | 9 |
| ► PERSONAL | 9 |
| ► VALUE | 9 |

▲ Well . . . it was only a company car, after all.


S·P·E·C·I·A·L
FX
FIREFLY
GUTZ
Tune-in to something special from Special FX.
Their first release, Firefly, had the critics buzzing with excitement – receiving many accolades – "CRASH SMASH" ... "SINCLAIR USER CLASSIC" ... "YOUR SINCLAIR MEGA GAME" ... and why? Because, in their own words, "Firefly is one of the best games for a long time, overflowing with quality, style and sheer excellence. A game that keeps you coming back for more." That's Firefly ... just *you* try it and you'll see what all the buzz is about!
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# Shadowgate

► SUPPLIER: MIRROROSFT/ICOM SIMULATIONS.
► MACHINES: ATARI ST.
► PRICE: 24, 99.
► REVIEWER: KEITH CAMPBELL.

Ever been for a ride on a ghost train? Of course you have! Well *Shadowgate* in some ways reminded me of when I was a kid, and used to be scared silly by all the monsters that suddenly appeared screaching in front of me as my truck rattled around in the darkness! Mind you, I never got killed riding a ghost train!

The game is played almost entirely by mouse, in the same way as *Deja Vu* – in fact it is from the same people. But I played *Deja Vu* on a 64, and the format is infinitely more playable on an ST, making full use of the window facilities built into the GEM operating system.

Centre screen is a square picture window, displaying the current location. Below is a text window, in which a commentary of the action is displayed. Above is a command verb window, displaying a relatively small number of verbs. To each side is an area of background, upon which are placed a number of smaller windows for Inventory, Self, and Exits. The inventory window can be dragged around and plonked wherever you like; it can be resized, and scrolled when it contains more than is displayed. If you open a container, another window opens, to display its contents.

To GET an object, you simply place the cursor arrow over the object in question, and drag it into the inventory window. Dropping something is the reverse. A command is entered by selecting one of the verb icons above the picture, although for the most common of these, there are short cuts. Double clicking on something will usually EXAMINE it, double clicking on an exit will first open it, and then take you through.

The only time you need to touch the keyboard is when you select the SPEAK icon. At this point, a large window opens up with a line in which you can type what you wish to say, and then you can click on the OK box.

That then is the method of operating the game, and very slick it is too. But what makes the game so highly entertaining is the superb use made of animation within the picture area, and the sound effects that go with it.

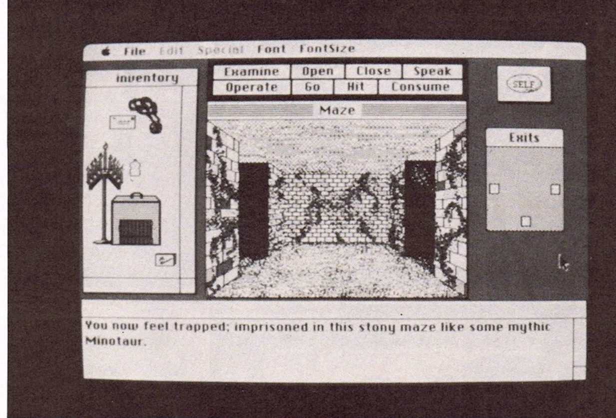
You start off outside the door of a dungeon, which creaks as you open it. You soon find yourself in an arched hall. A pair of eyes look down on you, and a mocking laugh greets you. The torch you are carrying soon dies – and you with it, unless you have taken the precaution of lighting another. This is done by taking one off the wall in the hallway, and selecting the OPERATE icon, then clicking on the lit torch followed by the unlit torch. Hey presto – another lit torch! Not much of a problem, but it forces you to become used to operating the icon system at the outset.

There are two doors in the hall that look inviting – but finding the key to unlock them I will leave for you to figure out. Onward, then, through a passage until you reach a stone corridor with three doors. Where to go next? An adventure of exploration of the unknown, full of danger and excitement, follows.

It pays to look around very carefully, and to save the game at frequent intervals, for there are plenty of sudden-death traps to fall into – and it is essential to check every exit out. Some lead to ordinary pits, which, believe me, are far more painful than the bottomless variety!

As you move around and poke your nose into things, be sure to have the sound turned well up, and be ready for shocks! Try opening the first sarcophogus on the left, in the pillared hall, for example! And stand well back as you try to smashing things in the hall of mirrors!

*Shadowgate* comes on two disks. It will, of course, run on one drive systems, but if you have two, put one disk in each and it will save swapping. Great entertainment, with surprises and puzzles all along the way!




▲ Shadowgate – *great entertainment if you like graphic adventure.*

| | |
|---|---|
| ► VOCABULARY | N/A |
| ► ATMOSPHERE | 9 |
| ► PERSONAL | 10 |
| ► VALUE | 9 |
| ► OVERALL | 9 |

# Time and Magik

► **SUPPLIER: MANDARIN/LEVEL 9.**
► **MACHINES: DISK: AMIGA; ATAR, ST, IBM PC, AMSTRAD CPC 6128, AMSTRAD PCW, APPLE II. ATARI XE OR 800XL, BBC MASTER OR 128K, COMMODORE 64, MAC. CASS: SPECTRUM 48K AND 128K, COMMODORE 64, AMSTRAD CPC, MSX, ATARI XE OR 800XL.**
► **PRICES: £14.95.**
► **REVIEWER: KEITH CAMPBELL.**

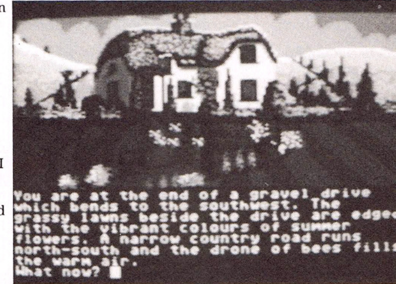
*Time and Magik,* at one time under contract to be published by Rainbird, has now been released by the new Mandarin Software, following a reportedly acrimonious parting of the ways between Level 9 and Rainbird.

The package is a revamped version of three of Level 9's earlier games, *Lords of Time, Red Moon, and Price of Magik.* Of these, *Lords of Time* is something of a classic, dating back to the days when Level 9 produced text only adventures. *Red Moon* won the C+VG Golden Joystick for best adventure of 1985.

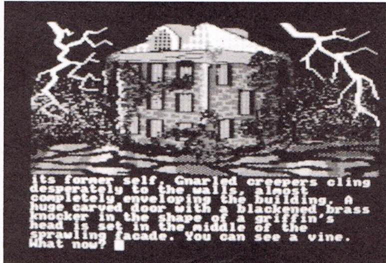
Now, all of three games have been given a facelift, with enhanced text and game features. The ST version, for example, has a facility for changing text size, for added legibility when using a TV (a feature I found almost essential) a picture cache, (to avoid unnecessary disk loads), and last command edit.

Unfortunately, with no mention in the manual of how to bring back the previous command into the input field, I was unable to use this feature, despite experimenting with many combinations of keystroke.

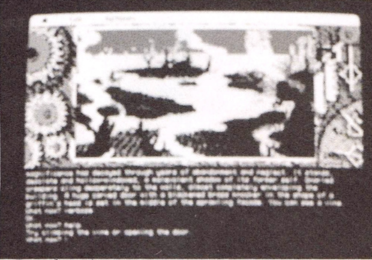
On the ST, the new features such as text sizing, urge to remove and polish my specs – they still give the impression they are being viewed through an obscure-glass window. On a hi-res mono monitor,

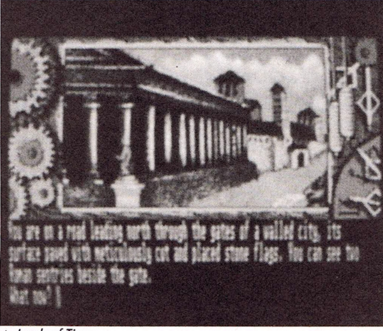


▲ Lords of Time.



▲ Price of Magik.


▲ Price of Magik.



▲ Lords of Time.

can be used with existing copies of *Knights Orc,* by copying bits of both onto one disk.

All three games now have graphics on disk versions, and the old graphics of *Red Moon* and *Price of Magik* have been replaced with 'real' pictures. However, on the ST, I could not help comparing a thatched cottage in *Lords of Time,* with a similar thatched cottage in *Jinxter* – and *Jinxter* won hands down.

The Level 9 graphics are far better than they used to be, but I had the constant though, they are much crisper.

I dug out my original BBC copy of *Lords of Time,* and during the six or seven minutes it took to load, I nostalgically listened to the music coming from the Beeb's speaker, once a feature of Level 9's BBC cassettes. I played both versions of the game side by side for a while, and came to the conclusion that since the basic adventure had not been altered, the additional text was irrelevant, and time-wasting, and the multi-word parser redundant. After all, if the puzzles are two-word puzzles, why mess around typing whole sentences?

*Time And Magik* comes in a slide-out box, complete with 23 page manual which includes three short stories.




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screen shot from CBM version



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# Advertisers' Index



# CLASSIFIED · ADVERTISEMENTS

# THE AXE MAN COMETH

**And once more the brave warrior, mighty of muscle and quick of brain, prepares to do battle with the evil wizard and his monstrous hordes of hideous creatures. So come, brave ones, and steel yourself for *Barbarian II: The Dungeons of Drax*: C+VG's Deputy Editor Paul Boughton, armed with only pen and notebook, ventures into the dank, dark dungeons.**

Without doubt Palace Software's *Barbarian – the Ultimate Warrior* is one of the most brilliantly playable hack and slash games ever released

It's famous head chopping action caused a storm of controversy, leading it to being banned in Germany. The use of Page 3 beauty Maria Whittaker on the cassette cover outraged many others.

Well, it's time to be outraged and shocked again. *Barbarian II: The Dungeons of Drax* is coming your way. It features all the same ingredients – and so much more. So be prepared to be shocked, outraged but, above all, be prepared for a brilliant, addictive and hugely playable game.

Too many sequels to successful games are just a basic rehash of ideas. But not *Barbarian II*. It's bigger and better. It also contains some very funny touches. And, as in common with the vast majority of Palace's games, it's a quality product in all departments – concept, programming, sound and graphics.

Remember in the first Barbarian game you had to rescue the beautiful Princess Marina from the evil wizard Drax? Well in *Barbarian II* the passive Princess has got tough, strapped on a broadsword and joined the big, beefy Barbarian to hunt Drax down.

At the start of the game you get the choice of playing the Barbarian character, armed with an axe, of the sword-slashing Princess.

There are three levels to explore and conquer before, if you are extremely lucky and skillful, the final confrontation with Drax.

Each level is mapable and each contains two objects to be collected which will be needed later on in the game. There are three levels; the wastelands, a fiery, hostile landscape of volcanoes, and circling vultures; the caverns, where peril lurks at every turn; and the dank, dark, deadly dangerous dungeons of Drax. Populating these three levels are 20 of the most unbelievably fantastic, head-biting, teeth-tearing, clawing-killing beasts you never want to meet on a dark night.

For instance, there's a repulsive thing which looks like a maggot with claws, a floating cobra-like creature with a slicing spikey tail, and a huge, pot-bellied giant.

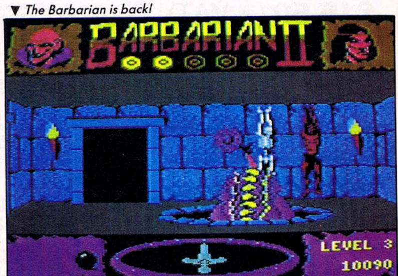
Hitting these creatures with axe and sword produces a noxious spray from their bodies and, if you managed to hit the pot-bellied giant in the right place, his heart is ripped pounding from his chest. Gross, eh?

Remember the cute green creature from the first game, who enters the arena and

▼ *Get that axe ready.*




▼ *The Barbarian is back!*



drags the body of the slain barbarian away? Well he's back. Only this time he's got an axe and he knows how to use it.

Watch out for the pits in the dungeons. You have to jump over them but make sure your timing is right. Make a wrong move a tentacle whips out from the depths and circles your body and drags you into the maw of a hideous creature. He even spits your skull out afterwards.

Well, if you survive all this, it's onto the confrontation of Drax. I'd love to tell you what happens but I can't. I've been sworn to secrecy. But it's suitably clever and funny.

know how this marvellous illusion is created.

## STAGE ONE

Palace's Steve Brown, the man behind the Barbarian game, came up with the concept. And produced a rough sketch of how he wanted the poster to look.

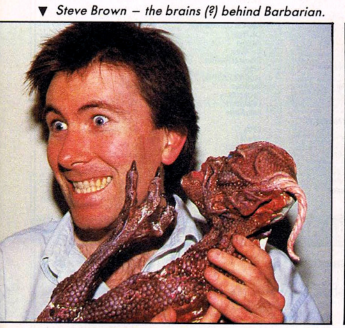
Commerical artist Lee Gibbons was then brought in to work on the project. He produced another rough for the poster which Palace okayed.

## STAGE TWO

Lee started work on producing the monster.



▲ *The fantasy is almost complete.*



▼ *Steve Brown – the brains (?) behind Barbarian.*



▼ *Mike Van Wyjk.*

▲ *You'd almost believe it was real...*

# THE POSTER

Wanted: Mutant monster at least 30 feet long and weighing 20 tons to pose with Barbarian Warrior and Page 3 beauty Maria Whittaker. Please apply Palace Software.

Now you may think it's impossible to find such a out-of-work monster to promote your sure-fire number one game. But take a look at last month's *C+VG*/Palace *Barbarian II* poster. The Barbarian and Maria pose defiantly over the slain body of such a monster. Impressive, isn't it? Mr Muscles and Miss Whittaker are flesh and blood. But what about the monster? Of course, it's a clever photographic trick combined with skilled model-making.

And as *C+VG* will be featuring an even more impressive monster montage on next month's cover, we thought you would like to

Believe it or not, it's made just from plasticene. It's around 18 inches long. It took Lee around 20 hours to make.

## STAGE THREE

The photographic session involving the Barbarian – Mike Van Wyjk – and Maria Whittaker took place. Great care is taken to get the models in the correct poses which will appear on the finished poster.

The milk crates and paint pot are used to help get the right positions and, of course, they won't appear in the finished work.

## STAGE FOUR

The monster model was then photographed with great care and attention being made to perspective and lighting.

## STAGE FIVE

The three photographs – that of the Barbarian, Maria and monster are then combined in a photomontage. A large print is then produced of the result.

## STAGE SIX

Lee Gibbons then retouches the photograph, hiding joins, painting out any milk crates that can be seen, adding a background and effects such as the smokey breath coming from the monster's nostrils.

## STAGE SEVEN

The retouched photograph is then photographed again and, as you can see, the finished product is very effective.

From start to finish, there are about four week's work needed to produce the poster.

Don't miss *C+VG* next month which features a fantastic *Barbarian II* montage on its cover plus an exclusive review.

# BARBARIAN OFFER

*Barbarian II: The Dungeons of Drax* will be a sure-fire hit. And thanks to our Palace pals, readers can get £1 off the price of *Barbarian II* by keeping the token published on this page together with the one we'll be printing next month.

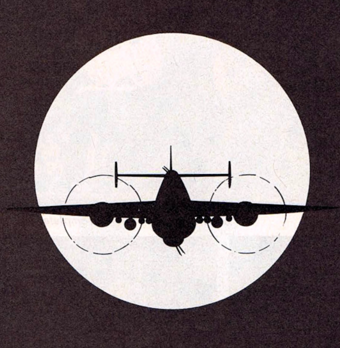
The full price of *Barbarian II* will be £9.99 on Spectrum, Amstrad and Commodore cassette, £14.99 on Amstrad disk and Atari ST, and £19.99 on the Commodore Amiga. So you'll get £1 off these prices.

All you have to do is collect the two tokens, worth a total of £1, and send either a cheque or postal order to Palace Software, The Old Forge, 7 Caledonian Road, N1 9DX.

Palace say no cheques will be cashed until the particular version of the game requested has been officially released. But be warned, individual versions may not be released at the same time. So you may have to wait.

BARBARIAN COUPON

Against a silver moon ...
an awesome shape emerges ...
rumbling towards its destiny.






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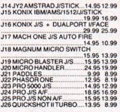
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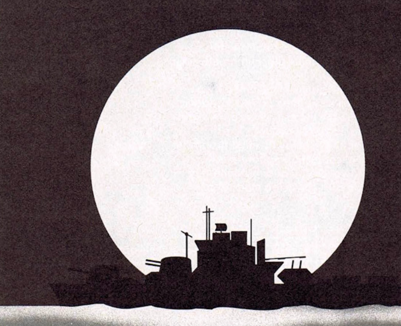
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# ARCADE

**Arcade Action takes to the skies this month with Chopper 1 – the game we think will make the best conversion to home computer since Out Run.**

**Clare Edgeley also reports on Data East's new Dragon Ninja and Capcom's driving game F1 Dream – or is it a nightmare?**

## CHOPPER 1

If you'd thought you'd seen the last of bomb them from the skies games, you better get your flying goggles back on again and take off with *Chopper 1*.

It's hard to imagine that a game of this type has much new to offer – but *Chopper 1* is full of surprises and an awful lot of blasting action, too.

The game begins with a display of your airforce base when you are informed that you must take off on an emergency mission (what exactly the emergency is, is not explained in any detail) and then the action begins with several helicopters lifting off from the base.

The game is presented by a bird's eye view of your chopper and the incoming helicopters and tanks on the ground. The first offensive involves small groups of helicopters flying formation towards you and this generally doesn't cause too much of a problem – unless of course they disappear off the bottom of the screen only to sweep back onto the screen right into the back of your gunship.

The tanks tend to be more of a problem to knock-out. They are stationed in groups and move along railway tracks in an effort to get you in their sights.

Some tanks lurk inside caverns in huge boulders that line the route your chopper is taking. It's not unusual for one to sneak out while your busy blasting some helicopters and fill your ship full of mortar. The boulders themselves are as much a help as a hinderance. They often provide a place to hide behind when the action gets a little too hot to handle, but it's all too easy to get trapped in a corner and have you ship crushed to pieces.

As you progress through the game very large helicopters appears from the bottom of the screen. These monsters require quite a few shots to take them out, but once you managed to bring it down you can pick up some power-up symbols which improve your firepower and add heat seeking missiles to your armoury.

Even the heat seeking missiles are little defence against the catapults which fling nets at your chopper's rotating blades. The only option here is to dodge the nets and try to get a shot at the ground based catapults.

Against all the overwhelming forces that face you, you do have one trick up your sleeve – the Airforce!

When things are looking very black, the airforce is only the push a button away. Yup, that's right. Just press the 'panic' button and a whole squadron of fighter planes sweep over your chopper destroying everything on the screen. The problem is you can only call in your airforce buddies three times, after that it's a solo mission.









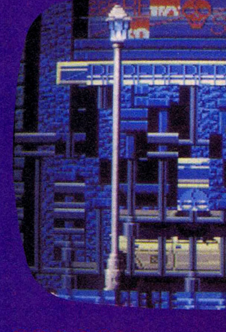
At the end of the first level you begin to start flying over water while managing to avoid the gun emplacements stationed on the top of little islands as well as the obligatory choppers that buzz you from all directions.

Once this section is complete you come to a large machine at the end of the first level. The only way to describe the machine is that it's like a huge rocket that runs on tracking and fires huge blasts of flame at you.

This is easier said than done as the machine moves so fast that it's almost impossible to keep out of the way of the flame.

Unfortunately that was as far as this particular reviewer could get. Although I did spot some regulars in the arcade get onto the second level. This one requires a lot of nifty manoeuvering as you must fly down narrow corridors and make almost impossible right angled turns just to keep out the way of the buildings.

Chopper 1 is one of the most interesting shoot 'em ups I've seen in the arcades for some time. It's get loads of action, is challenging and has some excellent graphics and animation.





## DRAGON NINJA

Here's your chance to act the part of a real macho man – huge muscley arms and a punch and kick which will annihilate even the most deadly force.

*Dragon Ninja* from Data East is the game you should be playing and, though it's another *Street Fighter/Double Dragon/Vigilante* lookalike, it's nonetheless an action-packed battle – fast paced with danger stalking from every direction .

You can't relax a minute as you and your partner – it's much more fun on the two-player game – amble down a mean-looking side street. Suddenly blue masked ninjas leap out to attack. For seconds it looks like you'll be overwhelmed and then the fabled fists fly into action. The

# ACTION



hoods collapse to the ground unconscious as your fingers fly over the punch and kick buttons.

There's not much skill called for in *Dragon Ninja* – not unlike *Street Fighter* where you have to remember all the current joystick/fire button positions. In a way though, this is just as fun as the moves come more from instinct and the sound as a punch connects is highly satisfying.

Throughout this horizontally scrolling beat 'em up, you'll notice that each screen is split into two levels. A flick of the joystick and you can catleap onto a wall to take on more ninjas. With two players you can each patrol a section, and both have the benefit of knocking out each quantities of the enemy.

The enemy come mostly dressed in blue, though the odd red coat and grey shuriken chucking ninjas appear. These should be treated with more care, as should flaming ninjas. For no apparent reason a perfectly insane looking blue baddie will burst into flames and run headlong at you, no doubt hoping to singe you as he belts past. The fire can be put out with a well aimed kick and then when he's more vulnerable you can get down to the business of putting him out of action.

Fishnet stockings and skin-tight leotards mark the arrival of the ninjaettes. These deadly femme fatales always hunt in pairs and shriek painfully when kicked off screen. Other colourful characters rush in wielding knives and nunchukas, and if you're quick you can swipe these and use them against the enemy.

Strings of mines planted underfoot are agony when they start to glow red and quickly put you off your fighting. A well aimed ground kick disarms them, though this is not as simple as it sounds. When you're trapped in a mined area and fighting off hordes of evil minded ninja, the last thing you have time for is to deal with the mines.

The graphics are huge fast moving sprites of astonishing clarity and realistic detail has been incorporated into the colourful background scenery. Sqwarks of pain, the satisfying thunk as bone meets flesh and the howls of killer dogs all set the scene to a tremendously exciting game. And, of course, the continue play facility helps no end when it comes to seeing 'just another level'.

No game like this is complete without the big, bad monster/alien/thug at the end of each level, and *Dragon Ninja* is not exception. Honestly, it takes two players and a hell of a lot of 10 pences to defeat each deadly foe, and at the end when arms are lifted high in the universal sign of victory, you really feel as if you've won a major battle.

As a beat 'em up I'd recommend Dragon Ninja as much for the game play as the quality of graphics. Granted there are lots of them around, but this is one of the better ones.

## F1 DREAM

*F1 Dream* maybe Capcom's idea of a dream but it's certainly not mine.

In fact it's more like Atari's dreamlike *Supersprint* on a 'grand' scale, the track unfolding as you buzz round but still retaining the same aerial viewpoint.

To start you're given the option of four Formula 1 circuits to choose from, ranging from dead easy to dead convoluted. And then there's a choice of car – with or without turbo charger. Whether it was a faulty machine or not, I found that the car minus turbo hobbled round the track marginally faster than the one with turbo?!




Now that you've made these stupendous choices, the race begins . . . or does it? Nope. You've got to quality for grid position first on a trial run. So wait for the light to turn green, grasp, your joystick in one hand and push down on the turbo button with the other. And then you're off, meandering round the track desperately hoping the car will pick up speed. No matter how many times I played this game, I couldn't get a higher grid position than seventh place. And that's out of a total of eight.

Now for the race and this time there're other cars involved as well. Green goes the light and they whisk out of sight while you crawl off the grid and set off up the track in the vain hope of catching them. In fact, by the second or third turning I did manage to 'whiz' past a couple of cars with a huge sigh of relief. It didn't last long though. They fight dirty on the circuit and will bumb you off onto the verge or into a spin without a second thought so that they can regain their places.

At some point round the circuit – you have to race it twice within a time limit to get to



the chequered flag – a little man leaps onto the track in front of your car. Each time, by sheer luck, I missed him. Hit him and, I suppose, penalty or time points are awarded.

One thing I found highly amusing is the list of drivers you're up against, complete with their digitised mug shots – A. Sema, N. Munsel, N. Pake and Yosansen. Recognise the names? I wonder what Senna, Piquet and Mansell think?

But AS a racing simulation *F1 Dream* leaves me totally cold. If you want a racing game with an aerial viewpoint, play Supersprint.



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# Mean Machines

**As Nintendo prepares for its Autumn onslaught, with wider availability of the systems and games, Tony Takoushi gives his Mean Machines column a Spring clean in readiness. We have better screen shots, captions, and a scoring system for games. Watch out soon for some excellent maps and hints and tips.**

## News

● This is not really my area but a little bird has whispered in my ear that a follow up to *Afterburner* is due for release soon (titled *Afterburner 2*, surprised huh?!).

● For those of you who love to do jigsaws then there is a store in treat!

Sega is releasing a series of jigsaws in Japan. The games featured are *Thunder Blade, Afterburner, Space Harrier, Outrun* and *Super Hang On*. They all come in extra large video style boxes and have 252 pieces.

● Sega owners can look forward to third party support for their machine. A Japanese company called Salio has converted a Tecmo game to the Sega. It also utilises the FM sound unit.

Those *Shenobi* fans among you will be pleased to hear that it has been converted to the Sega and looks very good.

● R-Type 2 is due for release this month as is a Taito game

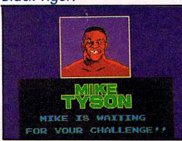


▲ *Top chart topper: Legend of Zelda.*

for the PC Engine. I will keep you posted on this mindblowing machine . . .

● You should soon see the new range of Nintendo games to hit the UK. The new titles are *Punchout, Legend of Zelda, Pro-Am, Metroid* and *Pro-Wrestling*. Prices are around thirty pounds.

Other Nintendo goodies released in Japan include *Terra Cresta, Vigilante* and *Black Tiger*.




▲ *Tyson cleans up in shops.*

## Tips

### FANTASY ZONE

Buy all the engine parts (big wings, jet engine, rocket engine) and the weapon you have will not run out.

### QUARTET

There are secret bonus screens on levels 2, 3 and 4. On level 2 kill the monster, get the key and the star. Go through the warp door and through it again. Level 3: kill the monster get the key. Go through the warp door and shoot the pot at the top of the screen ten times and go back through the warp door.

Level 4: kill the monster, get the key, then move to the middle of the level and shoot the snail and get the point-ball. Go back through the warp door at the left side of the level.

### MY HERO

At the end of Round One, move slowly until bulldogs appear, the back, tripping the first three dogs and jumping the last. Turn around in mid air and trip it from behind. You get an extra life and can keep doing it (also if you only use high kicks on the boss you get two extra lives instead of one.

## Metroid

**Metroid** – This is an absolute blockbuster of a game. You have to destroy the Metroid which is situated in a planet's central base sector. To get there you have to cross three sections, Rocky Zone, Fire Zone and the Central Base itself. Your character moves across scrolling terrains (left, right and verticals) shooting at around thirty different aliens, collecting energy where any is left after shooting an alien.

The game ends when your energy hits zero but you can collect special tanks which allow you to store more than is displayed on the ordinary energy gauge.

There are plenty of little touches like hidden weapons: you can collect long beam, wave beam, high jumping boots, bombs, missiles and special shielding properties so you are less vulnerable to attack.

You can also roll up into a little ball to get through tight gaps in the walls (nice one).




▲ *Metroid – slick platform adventure.*

There is just so much which has been ABSOLUTELY PACKED into this game. You can enter the level you left on

game over by entering a special code at game start and believe me you will need this as you will not be completing this game in one sitting.

Again this game is hugely playable and is very gratifying to play. I really do think Nintendo is a match for Sega if it can continue producing software of such high standards. Watch this space for further Nintendo releases next month.

You can increase your cars performance by collecting turbo, bigger tyres, missiles, bombs and a more powerful engine. The hazards are plentiful: puddles, oil slicks, pop up bars, skulls and drone cars. One feature I liked was the zipper patches on the course, these propel your car forward with a short burst of high speed.



▲ *Start where you left off.*



There are bonus letters littered around the course (try to collect enough to spell NINTENDO).

The game plays very fast indeed.

| | |
|---|---|
| ► METROID | |
| ► GRAPHICS | 7 |
| ► SOUND | 5 |
| ► PLAYABILITY | 8 |
| ► OVERALL | 7 |

# Rad Racer

**Rad Racer** – This is a purists car racing game, the emphasis is speed, finesse on the brake and gutsy reflex. You have to journey through eight stages to the goal and each terrain offers a different challenge. You can accelerate using the A button but have to use the Turbo facility to stand any chance of completing the course. There are three tunes to choose from while driving and good spot effects.

As you progress through the stages different cars enter the race and the tracks include San Francisco, Rocky Mountains and Athens as backdrops.

The hazards to watch out for are road dips, steep bends and cars that just love to roll across in front of you!!

3-D glasses that come with the package and you can flip to the 3-D mode by pressing the select button during play. It is fairly convincing but again depends on your perception as to how effective the image is.

I really do love this game, outside of *Victory Run* on the PC Engine THIS IS THE DRIVING GAME TO PLAY. It is mindbogglingly playable and has many stages to complete, the graphics are a bit on the simple side but the tunes are excellent. There are road dips and very little flicker on the characters, this game will have you coming back for more, it is very exhilarating to play . . .

| | |
|---|---|
| ► RAD RACER | |
| ► GRAPHICS | 5 |
| ► SOUND | 5 |
| ► PLAYABILITY | 8 |
| ► OVERALL | 7 |




▲ *Rad Racer – Nintendo's answer to OUT RUN.*




▲ *Sky scraper lights blaze in the distance as night falls.*

# Pro Am

**Pro-Am** I am not the greatest fan of Spring-Rally but the quality of this game has won me over. It is by the Rare (ex-Ultimate to you and me) team and just shows their quality in game design and playability.

You have to battle your way through 32 tracks, and to qualify for the next track you have to be in the top three (out of four cars!) at the end of each race.

At last the US/Japanese Nintendo games are starting




▲ *Pro Am Race by Rave.*



▲ *In the shops by August.*

to appear!

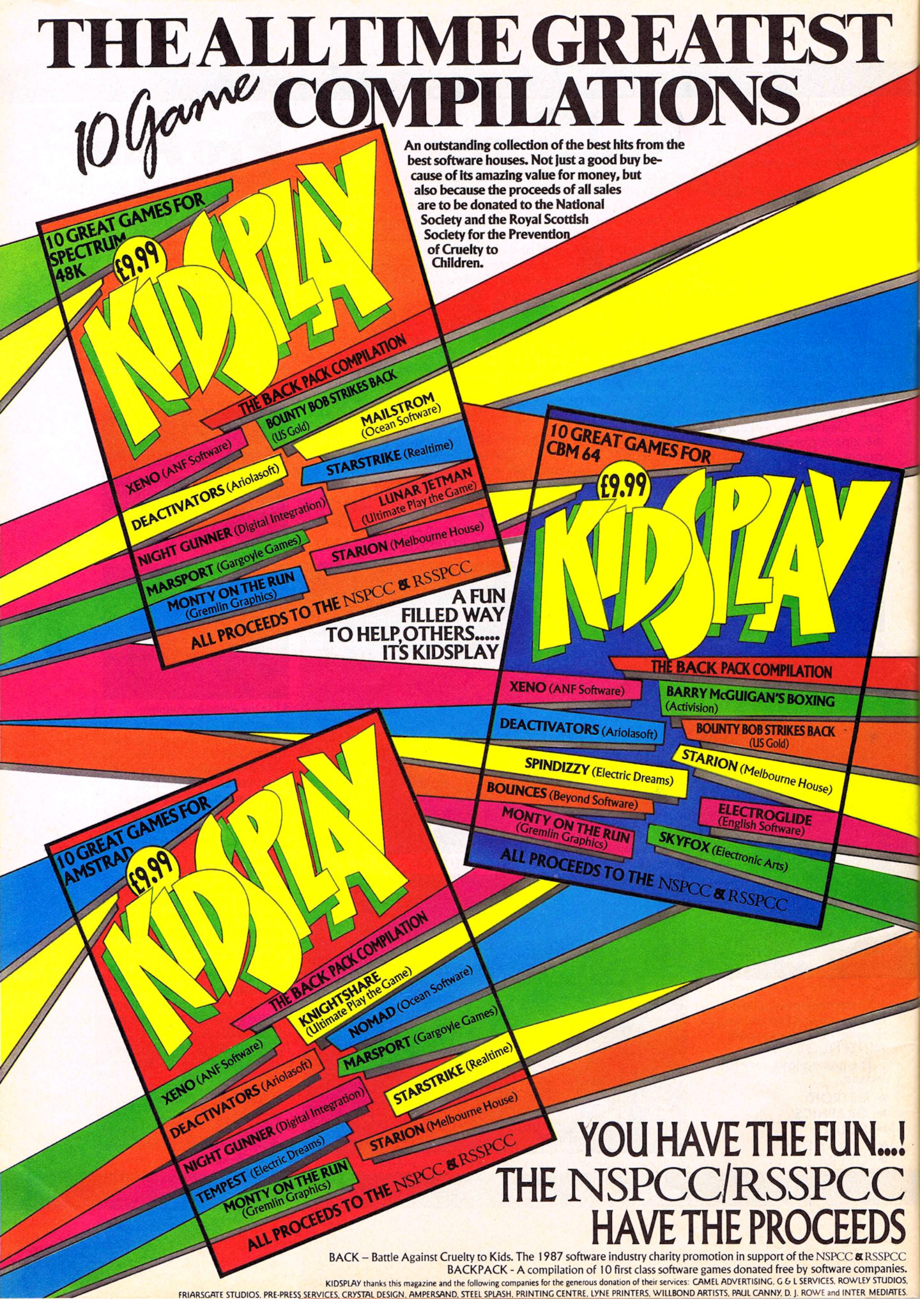
I have been keeping a keen eye on the US charts over the last nine months and the titles to hit the UK are the pick of their top ten in that period.

The five titles set for release are *Pro-Wrestling, Legend of Zelda, Pro-Am, Punchout* and *Metroid.*

I was amazed to find certain games sitting in the US chart for so long, but having seen the three games reviewed this month I begin to see why.

Some of you may remember my interview with Nintendo boss Bruce Lowry a few months ago and he said that one of the major reasons for the success of the Nintendo is the longevity and playability of the games. He was not kidding!!

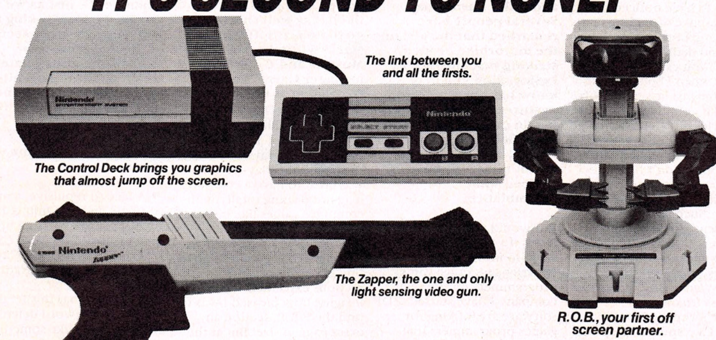
| | |
|---|---|
| ► PRO AM | |
| ► GRAPHICS | 6 |
| ► SOUND | 5 |
| ► PLAYABILITY | 6 |
| ► OVERALL | 6 |


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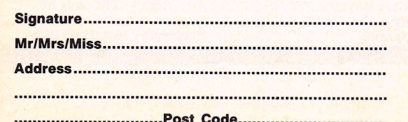
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# Mailbag

**If you've got something to say about the world of computer games, don't keep it to yourself. Write to Mailbag, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

● Surely I am not the only reader of *Computer + Video Games* to have noticed the total absence of angling on its bright and breezy pages? As a keen and dedicated angler myself, you can imagine my horror when I bought your magazine just last week only to find it completely devoid of articles on what is Britain's number one leisure activity.

Perhaps I'm missing the point but I didn't fight in six world wars and two cup finals for Leeds United to deserve such shabby treatment. So pull yourself together, *C + VG*, don't sell us anglers short, and give the punters what I want.
*Jackie "Jacky Boy" Charlton,*
*Address Unknown.*

**Editor's reply: A-ha! I think I've spotted a spoof letter. Well, *JC*, if you really were the world famous former England and Leeds hero, famed angler and flat cap exponent, you'd know that in the not too dim and distant past there was a game called, if my memory serves me well, *Jack Charlton's Match Fishing*. It was truly awful, possibly the most boring game ever devised. Matt sends his regards by the way.**

● Congratulations. I think it's time to give the Golden Turkey Award for . . . wait for it . . . the most useless map from here to the plastic nebula. *Rastan* is so straight-forward and easy you can only go one way. So what is the use of having a map. Pointless!

I love the May pull-out poster. Wow! I never knew Lesley Walker rode a motorbike.
*Martin Robert Smith,*
*Tipton,*
*West Midlands.*

**Editor's reply: Thanks for the nice things you say about the *Rastan* map. Several people have remarked that the girl on the motorbike bears a striking resemblance to Lesley, who you may know has left *C + VG* for pastures new. However, just in case she reads this, we officially state it is not Lesley. And in case she doesn't, we also have noticed some resemblance.**

● I would appreciate it very much if you would use this letter to inform the experienced Amiga games programmers out there of a company I have started. ZDF software are looking for games programmers that think they can program a game from a professionally designed storyboard.

The company will basically be set into two departments: An IDEAS person, which is me, and two experienced machine code programmers.

So if you'd like to join me, hopefully together we can produce some first-class Amiga sofware!

Please write to me, enclosing a sample of your work, at the following address:
*Richard Cairns*
*80 Fenham Hall Drive,*
*Fenham,*
*Newcastle-upon-Tyne*

**Editor's reply: Okay, Richard, just this once. I hope our Ad manager, Garry Williams doesn't spot it, though. He'll be onto you for full page advert like a flash.**

● My mum hated it, my sister laughed at it, my dad begged me for it and I stuck it on my wall! Thanks for a great *Barbarian II* poster.
*Craig Bainbridge,*
*Stockton-on-Tees,*
*Cleveland.*

**Editor's reply: Yes we liked it as well Our thanks go to Palace Software, Maria Whittaker, Mr Muscles and *C + VG's* ad manager Garry Williams for posing as the monster.**

● As one of *C + VG's* greatest fans I was thrilled to see the introduction of a regular Fantasy-Role Playing section, to go with the Play-By-Mail. It was great to have a computer mag not dealing totally with computer games like most of the others.

Every issue I have opened the pages of *C + VG* hoping to find my two favourite sections expanded. You can imagine how pleased I was to find the F.R.P. section an extra page in size! But at the expense of one of the P.B.M. pages!

How can Wayne hope to cover everything in enough detail if you shorten his P.B.M. section. If you pick up *White Dwarf* you'll find it crammed full of information on the F.R.P. front, how Wayne crams so much into his few pages is just amazing.

When you read his sections I'm sure you'll find that there is a definite 'cramped' feel to them.

The only cure to this is to expand the sections – I hope you agree.

I know I'm sounding like more F.R.P. and throw the computer rubbish out but I'm not. I own an Amiga and enjoy reading *C + VG* for its reviews, I just wish there was more F.R.P. Particularly L.V.R.P. as Wayne's write ups on *Labyrinthe* are really fund to read.

Keep up the great work on Shuk and Doode, they're great!
*Gary Doyle,*
*Thordon,*
*Suffolk.*

**● Editor's reply: We've received quite a few letters asking for the FPR and PBM sections to be expanded – just as we've received letters asking for almost every other section of the magazine to be expanded. Unfortunately, we do not have unlimited space, and we are – and will remain – primarily a computer games magazine.**

**Sorry, but that's the way it goes.**

● A face so repulsive, a brain so small, an IQ of minus 10, a repulser in his own lunchtime (in fact, any time). Who could it be? ARGHHHH! It's Wayne (Wimps And Yobbos National End-Pieces).

What right has this freak got show his (word deleted). His face looks like something out of *Lord of the Rings!* No offence meant but this (word deleted) has no right to be in a computer magazine. Maybe if you put him in a (word deleted) mag, he would go down better. Is it male or female? Personally I couldn't tell the difference between it and (rest of sentence deleted). Apart from being a pervert, he might be okay. What planet does he come from?

I hate Speccys, Commys, STs, Amigas and all other shoebox efforts. Personally, I own an Archimedes. I am also a complete an utter (word deleted).

PS. I also lie a bit.
*David McGiffog,*
*Largs,*
*Scotland.*

**Editor's reply: Thanks for your forthright letter, David, and for the charming drawings which accompanied it. Do I sense a slight antipathy towards Wayne or do I think you secretly like Play-By-Mail? Anyway, Wayne says he hopes to meet you soon. Preferably in a dark alley.**

# Out To Lunch

## WITH JOHN MINSON & BATMAN

**. . . And this is the story of how I interviewed Batman.**
**Well, not exactly interviewed him – but for a moment our knees made contact as a photographer snapped us together – Batman smiling the steely smile of the self-confident law-enforcer – your harassed correspondent wondering if he was ever going to be able to probe the Caped Crusader on topics such as: "How does it feel to be best known for wearing your Y-fronts outside your tights?"**

. . . And this is the story of how I interviewed Batman.

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It was not to be. Like some star-studded Photo-Me booth, I got four flashes from the camera and had to move on.

But let me explain. I'd first been informed that sixties TV superhero Adam West was winging his way east the week before. He was deserting Gotham City to promote Batman – The Movie, which CBS/Fox video has just released at a budget £9.99 to cash in on the Batmania that's sweeping Britain. Holy Publicity Stunt!

Now I'm old enough to remember the adventures of the Dynamic Duo hitting the boob tube for the first time, way back in hrmpph grummph . . . Okay, it was 1966 – but I did start watching TV at a very early age – honest!

Unfortunately I wasn't the only one. "Join the queue," said the polite young man from the PR Company, "and I'll see if I can fit you in." And so I waited for the Batsignal which would mean that I could quiz Adam about his preparation for the part – after all, ten years spent learning how to play Hamlet hardly helps when it comes to uttering lines like, "To the Batcave!"

Meanwhile Adam West travelled north and south, signing videos.

But the red telephone remained silent, leaving me time to wonder about nostalgia. After all, here was half the country going beserk about the star of a twenty year old TV show which had at best been praised as 'camp' when it first appeared. The erudite New Yorker magazine had acknowledged, 'a couple of lines that could pass for wit on a foggy night.' But Russian daily Pravda hadn't pussyfooted: 'Batman brainwashed Americans into becoming willing murderers in the Vietnam jungle.' Quite! "Why don't you come down to Batnight at the Empire Leicester Square?" asked the increasingly harrassed nice young man.

Now normally big West End discos are anathema to me. Even from the relative safety of the VIP lounge, where young women who'd apparently come dressed for the beach were waiting on tables, the dry ice, laser show and music were not my scene. But were they Batman's either? In the first ever TV episode he'd asked for a side table at the What-A-Way-To-Go-Go Disco – so as to remain inconspicuous! – and had only drunk orange juice. I needed something stronger, for sure.

Waiting had its compensations though. There were the 'look-alikes', including a portly, bearded Batman; a Penguin with a nose which suggested something rather more phallic; and a most convincing Joker who seemed to take great joy in Catwoman's whip! And what about the guy in the gold-lame suit? Was he some super-villain I'd forgotten – or just a nighclubbing pranny with no taste?

At last Adam made his entrance – not swinging in on Bat-ropes or sliding down a well greased Bat-pole, but impressive all the same. He's instantly recognisable, slightly older looking, but you'd never believe that he was well into his fifties.



▲

Was he surprised that Batman was such a hero to all these people who were filling their nappies when he first appeared? "Not really. TV-AM has made it all accessible." And? "Well, it's timeless. As you become more sophisticated, you see a few more things in it." Yes, but . . . But that was it and I was ushered away so that somebody else could move in. When asked if he should be in the new movie, which is being shot this autumn, they went wild. Well' despite rumours of Mel Gibson donning the cowl – sort of Bat Dundee – I'd bet the title role goes to a newcomer. But don't be surprised if Adam does make a cameo appearance.

I tried to talk to him again the day after, his last in London, but he was in the Batbath and didn't want to be disturbed.

Even though I didn't get to really talk turkey with Batman – though I'll never wash my right knee again – the nice young man from the PR company did get him to sign *five* copies of the CBS?Fox video of Batman – The Movie, featuring that fiendish quartet, the Joker, The Ridler, The Penguin and Catwoman – all out to kill the Caped Crusader. Now I'm very tempted to keep these collectors items for myself but for one thing . . . would you try to cheat a superhero? Thought not, but you can win one fair and square by answering the following question: The first ever episode of Batman went out in the States at 7.30 on 12th January, 1966. Who was the villian who was bat-terred on that occassion?

Send your answer on the back of a postcard, envelope or bat, to arrive by July 16th to Holy Batutsi Compo, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AD.

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